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THE

CHESS PLAYERS' TEXT BOOK

AN

ELEMENTARY TREATISE

ON

THE GAME OF CHESS

ILLUSTRATED BY NUMEROUS DIAGRAMS

SPECIALLY DESIGNED FOR BEGINNERS

AND ADVANCED STUDENTS

BY G. H. D. GOSSIP

Author of "The Chess Players' Manual" and "Theory of the Chess Openings"

BEHRENS PUBLISHING COMPANY
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PREFACE.

This work is mainly designed, as its title implies, to be a text-book for the advancement of neophytes in the fascinating game of Chess. It will be observed, however, that in a large majority of the Openings treated upon, they are followed out as far as the first twelve moves, according to the latest and best authorities; and in some instances—notably in the "Muzio," "Centre" and "Steinitz" Gambits, "Evans Declined," etc.—the analysis of each is sufficiently exhaustive to furnish critical information for more advanced students, who will find many improvements introduced on the main lines of play given in Cook's "Synopsis," the Author's "Theory of the Chess Openings" and "Manual," and the "Lehrbuch

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des Schachspiels," and even in the German "Handbuch."

In the preparation of this work the author has availed himself of the latest analyses and researches of Messrs. Steinitz, Salvioli, Rosenthal, Berger, and other eminent analysts.

Although there are a goodly number of elementary works on this subject, the Author modestly claims some additional merit for this work, based upon a fair record of success in Chess achievements, among which he submits his winning the fifth prize in the London "Vizayanagaram" Tournament of twenty-six competitors in 1883; the third prize, and also the "Brilliancy" prize, in the Australian "Masters' Tournament" at Adelaide in 1887; the first prize in the "October Tourney" of the Café de la Régence, Paris, 1880; also twice winner of the first prize in tournaments of the Sydney (Australia) "School of Arts" Chess Club, 1886–7, etc., etc.

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CONTENTS.

	PAGE.
DESCRIPTION OF THE GAME	7
THE PIECES AND THEIR MOVEMENTS	10
CHESS NOTATION	14
LAWS OF THE GAME	15
TECHNICAL TERMS	24
RELATIVE VALUE OF THE PIECES	36
HINTS TO BEGINNERS	38
PRELIMINARY GAME	40
OPENINGS OF GAMES	44
THE KING'S KNIGHT'S OPENING	44
PHILIDOR'S DEFENCE	45
PETROFF'S DEFENCE	48
THE GIUOCO PIANO	49
THE SCOTCH GAMBIT	50, 148
THE EVANS GAMBIT	54, 155
THE EVANS GAMBIT DECLINED	56
THE TWO KNIGHTS' DEFENCE	60
THE KNIGHT'S GAME OF RUY LOPEZ	61, 141
PONZIANI'S KNIGHT'S GAME	63
THE FOUR KNIGHTS' GAME	64
THE THREE KNIGHTS' GAME	65
THE CENTRE GAMBIT	67, 147
THE CENTRE COUNTER GAMBIT IN KNIGHT'S OPENING	69
THE GRECO COUNTER GAMBIT	71
THE KING'S BISHOP'S OPENING	71
THE KING'S KNIGHT'S DEFENCE	73
THE DANISH GAMBIT	75
THE KING'S KNIGHT'S GAMBIT	77
THE CUNNINGHAM GAMBIT	78
THE SALVIO GAMBIT	80

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PAGE.

THE MUZIO GAMBIT 82
THE ALLGAIER GAMBIT 86
THE ALLGAIER-KIESERITZKI GAMBIT..... 87
THE HAMPE-ALLGAIER GAMBIT..... 92
THE KING'S BISHOP'S GAMBIT..... 94
THE BISHOP'S GAMBIT REFUSED..... 90
THE VIENNA GAME..... 98, 144
THE STEINITZ GAMBIT 101
THE SICILIAN 108
THE FRENCH DEFENCE..... 109
THE FIANCHETTO 110
THE CENTRE COUNTER GAMBIT 111
THE QUEEN'S GAMBIT..... 112
THE QUEEN'S BISHOP'S PAWN'S OPENING..... 112

ILLUSTRATIVE GAMES 114
CENTRE GAMBIT, BY SCHALLOP AND POLLOCK 114
" " BY ESLING AND CHARLICK 115
KING'S KNIGHT'S GAMBIT, BY GOSSIP AND BIRD.... 118
" " " " GOSSIP AND BIRD.... 120

END GAMES..... 122
KING AND PAWN AGAINST KING..... 122
BISHOP AND PAWN AGAINST BISHOP AND PAWN.... 124
FOUR PAWNS AGAINST FOUR PAWNS 126
TWO UNITED PAWNS AGAINST ROOK 128
FOUR PAWNS AGAINST SIX PAWNS 30
FIVE PAWNS AGAINST THREE PAWNS..... 131
KING AND QUEEN AGAINST KING 132
KING, BISHOP AND KNIGHT AGAINST KING 133
END GAME—SANDERS AGAINST GOSSIP..... 137
" " GUNSBERG AGAINST SCHALLOP 139

ADDENDA:
RUY LOPEZ ATTACK 141
VIENNA GAME..... 144
CENTRE GAMBIT..... 147
SCOTCH GAMBIT 148
GAME BY GOSSIP AGAINST ZUKERTORT 149
GAME BY GOSSIP AGAINST ESLING 151
EVANS GAMBIT 155

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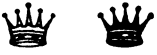
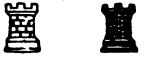
THE
CHESS PLAYERS' TEXT BOOK.

DESCRIPTION OF THE GAME.

Chess, the most intellectual and fascinating of games, is played by two opponents on a board of sixty-four squares. The squares are colored alternately white and black. The men are thirty-two in number, one player having sixteen white and his adversary sixteen black men. Of these sixteen men eight are pieces and eight Pawns on each side.

King . . . . .

Queen . . . . . 

Rook . . . . . 

Bishop . . . . .

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Knight . . . . .

Pawn . . . . .

The subjoined diagram shows the position of the forces at the commencement of the game.

DIAGRAM NO. I.

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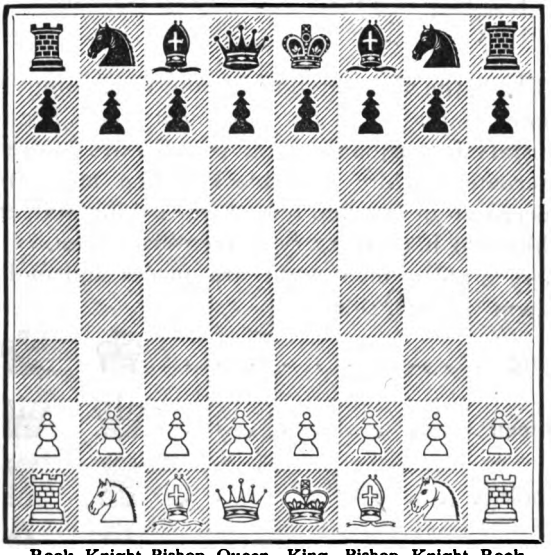

Rook Knight Bishop Queen King Bishop Knight Rook

WHITE.

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The board must be placed so that each player must have a white square at his right hand corner of the board.

The players draw by lot for move and choice of color; though in all public Chess tournaments it is the rule for the player who has the first move to play with the white men.

The pieces to the left of the white Queen are called the Queen's Bishop, Queen's Knight and Queen's Rook; those to the right of the white King are the King's Bishop, King's Knight and King's Rook. The pieces to the right of the black Queen and left of the black King are similarly named. The King's Knights and Rooks are often stamped with a peculiar mark, to distinguish them from the Queen's Knights and Rooks.

The Rooks are called Castles by drawing-room players or novices.

The white Queen must always occupy a white square, and the black Queen a black square, *Servat Regina colorem.* The white King, on the contrary, must always occupy a black square and the black King a white one, the Kings and Queens respectively facing each other. The Bishops on each side are posted nearest to the Kings and Queens; next come the Knights, whilst the Rooks occupy the corner squares.

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THE PIECES AND THEIR MOVEMENTS.

THE KING.

The King moves only one square at a time in any direction—backwards, forwards, laterally and diagonally. Once in the game, however, he has the privilege of moving two squares when castling. He cannot move on to a square next to the one occupied by the hostile King, for the Kings must always be separated from each other by an intervening square. Nor can the King move into check, *i. e.*, on to any square which is commanded by a hostile piece or Pawn. He can, however, capture any *unprotected* piece or Pawn of the enemy on any square adjacent to his own in any direction. When the King is placed in such a position that he cannot avoid capture, he is "checkmated," and the game is lost.

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THE QUEEN.

The Queen was one of the weakest pieces until the commencement of the sixteenth century, and her present move is not of older date than three and a half centuries. She is now the most powerful of all the pieces, and can be moved any number of squares in any direction—backwards, forwards, sideways or diagonally—on an unobstructed range. When posted on any of the four centre squares, she commands twenty-seven out of the sixty-four squares of the Chess-board.

THE ROOK.

The Rook is the next most powerful piece. He moves in a straight line, backwards, forwards and laterally, but not diagonally.

THE BISHOP.

The Bishop moves diagonally, but only on squares of its own color, *e. g.*, the white King's Bishop can never move on to a black square, nor the black King's Bishop on to a white one. On an unobstructed range the Bishop may be moved from a corner square to the opposite corner.

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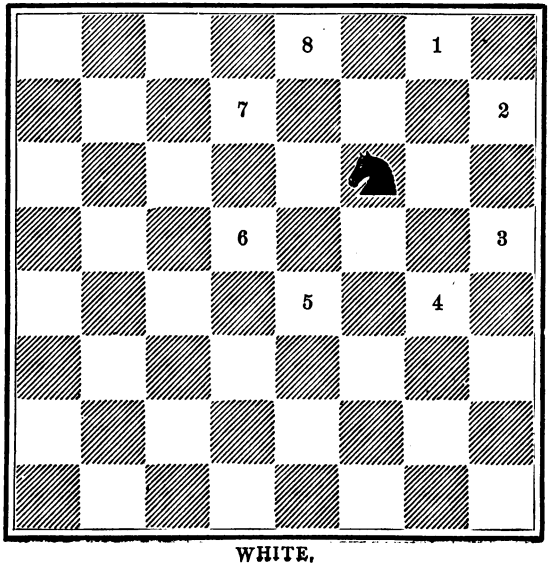
THE KNIGHT.

The Knight moves one square diagonally and one square straight, and alone of the pieces has the privilege of jumping over another piece or Pawn, whether of his own or the opposing forces.

DIAGRAM NO. 2.
ILLUSTRATING THE KNIGHT'S MOVE.



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Here the black Knight, standing on his King's Bishop's third square, commands eight squares, viz., KKt sq., KR2, KR4, KKt 5, K5, Q4, Q2 and K sq. Were any hostile white man posted on any of these squares he could capture it, removing it from its square and himself occupying the vacated square.

THE PAWN.

The Pawn moves forward one square at a time; but on his first move only he may be moved either one or two squares at the player's option. If, however, he be moved two squares, and a hostile Pawn commands the square over which he leaps, the hostile Pawn has the choice of taking him and intercepting him in his leap, as if he had only moved forward one square. This is called taking *en passant*. The Pawn captures diagonally and forwards only. On reaching the eighth square of any file on which he is advancing, he may be exchanged for a Queen, or any other piece his player may choose; or he may be refused promotion by his player and remain a Pawn, as before. In such a case he is called a "dummy" Pawn.

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CHESS NOTATION.

The square on which each piece stands at the commencement of a game is called his square, *e. g.*, the King stands on King's square, the King's Bishop on King's Bishop's square, and so on The Pawns are named after the pieces to which they belong, thus: the Pawn in front of the Queen is termed the Queen's Pawn; that in front of the Queen's Rook, the Queen's Rook's Pawn; that in front of the King's Knight, the King's Knight's Pawn, and so on.

The pieces and Pawns are described in print as follows: K for King, Q for Queen, Kt for Knight, R for Rook, B for Bishop, P for Pawn. QR stands for Queen's Rook, KR for King's Rook, and so on. QRP stands for Queen's Rook's Pawn. Other abbreviations used in notation are: sq. for square, ch. or (†) for check, × for takes, dis. ch. for discovered check, dble. ch. for double check, *en pass.* for *en passant.* P takes P, or P×P, means Pawn takes Pawn.

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THE LAWS OF THE GAME.

The following laws, laid down by the Committee of the British Chess Association in 1862, have been enforced in all the chief International Tournaments for the last twenty-six years:

I.—THE CHESS BOARD.

The board must be so placed during play that each combatant has a white square in his right hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN.

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled.

If at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted and the man restored.

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If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

III.—THE RIGHT OF MOVE AND CHOICE OF COLOR.

The right of making the first move and (if either player require it) of choosing the color, which shall be retained throughout the sitting, must be decided by lot.

In any series of games between the same players, at one sitting, each shall have the first move alternately in all the games, whether won or drawn.

In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN.

If a player make the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move.

After four moves on each side have been made the game must be played out as it stands.

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V.—PLAYING TWO MOVES IN SUCCESSION.

If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move, and, after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE.

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect.

A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he say "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it if he can legally do so.

If, in either case, the move cannot be legally made. the offender must move his King; but in the event of the King having no legal move, there shall be no penalty.

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If a player hold a man in his hand, undecided upon which square to play it, his adversary may require him to replace it until he has decided on its destination; that man, however, must be moved.

If a player, when it is his turn to play, touch with his hand (except accidentally or in castling) more than one of his own men, he must play any one of them, legally movable, that his opponent selects.

If, under the same circumstances, he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken.

If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the King cannot be legally moved, there shall be no penalty.

VII.—FALSE MOVES AND ILLEGAL MOVES.

If a player make a false move—that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made—he must, at the choice of his

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opponent, and according to the case, either move his own man legally, capture the man legally, or move any other man legally movable.

If, in the course of a game, an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted.

If more than four moves on each side have been made, the game must be played out as it stands.

VIII.—CHECK.

A player must audibly say "check" when he makes a move which puts the hostile King in check.

The mere announcement of check shall have no signification if check be not actually given. If check be given, but not announced, and the adversary makes a move which obviates the check, the move must stand.

If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece or of covering, but must "move his King" out

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of check; but if the King has no legal move there shall be no penalty.

If, in the course of a game, it be discovered that a King has been left in "check" for one or more moves on either side, all the moves subsequent to that on which the check was given must be retracted. Should these not be remembered the game must be annulled.

IX.—ENFORCING PENALTIES.

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply.

Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce a penalty shall remain.

When a King is moved as a penalty, it cannot castle on that move.

X.—CASTLING.

In castling, the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King; or his

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opponent may claim the move of the Rook as a complete move.

When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in castling, and as though the Rooks were on the board.

XI.—COUNTING FIFTY MOVES.

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or series of checks, or the same line of play, or whenever he has a King alone on the board, or

King and Queen,
King and Rook,
King and Bishop,
King and Knight,
} against an equal or superior force,

King and two Bishops,
King and two Knights,
King, Bishop and Knight,
} against King and Queen,

and in all analogous cases;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty-move count-

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ing. Should he not be mated within the fifty moves, he may claim that the game shall proceed.

[For examp'e: A has King and Queen against B's King and Rook. B claims to count fifty moves. At the forty-ninth move, A, by a blunder, loses his Queen. B can claim that the game proceed, and A in his turn may claim the fifty-move counting.]

XII.—PAWN TAKING IN PASSING.

Should a player be left with no other move than to take a Pawn in passing, he shall be bound to play that move.

XIII.—QUEENING A PAWN.

When a Pawn has reached the eighth square, the player has the option of selecting a piece, except a King, whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a Pawn.

XIV.—ABANDONING THE GAME.

If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to

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submit to the decision of the umpire, he must be considered to have lost the game.

XV.—THE UMPIRE OR BYSTANDERS.

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying them nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire, or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present

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TECHNICAL TERMS.

Queening a Pawn.—A Pawn is *queened*, or a Pawn *queens* (either expression being correct in Chess phraseology) when it has reached the eighth square of the file on which it is advancing, or, in some cases, when it captures a hostile piece on the eighth row. It can then be exchanged for a Queen, Rook or any other piece. Thus one may have two or more Queens, Rooks, Knights or Bishops on the board at the same time; or a player may refuse promotion to his Pawn. The Italians formerly retained the Pawn at the eighth square as a Pawn until a piece was captured, for which it could be exchanged. Philidor denounced the plurality of Queens and pieces as contrary to the spirit of the game; but the modern school differ from Philidor. It sometimes happens that a player can win a game by claiming a Knight or a Rook, whereas he would lose by claiming a Queen.

Check and Checkmate.—The King is said to be *in check* when he is attacked by a hostile piece or Pawn, of which warning must be given

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by the adversary calling *check*. One of three things must then be done: the King must move

DIAGRAM NO. 3.

CHECKMATE.

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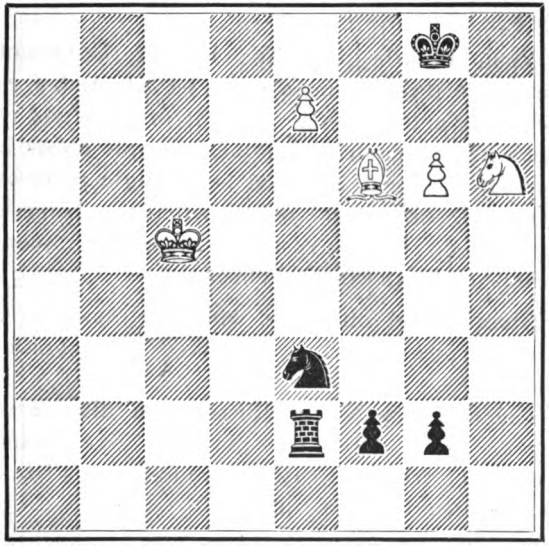

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out of check; or he must take the piece or Pawn that checks him; or, finally, a piece or

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Pawn must be interposed between the King and the attacking hostile man. If none of these things can be done, the King is "checkmated" and the game is lost.

The foregoing diagram illustrates checkmate, Black being checkmated by the white Knight at KR 6.

When check is given by a Knight, the first of the above three courses must be adopted, *i. e.*, the King must move. Several other kinds of check are given in the game. Simple check is when the King is attacked by a single piece or Pawn. Double check occurs when the King is attacked by two pieces at the same time in consequence of a discovered check.

Discovered check is when, by removing a Pawn or piece, check is unmasked from another piece.

The diagram No. 4 illustrates a discovered check. White, having to play, can give discovered check from the Bishop by moving his Rook on fourteen different squares.

Perpetual check occurs when the position is such that the attacked King cannot escape from one check without rendering himself constantly liable to another.

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Perpetual check constitutes not a winning, but a drawn game, and may be resorted to,

DIAGRAM NO. 4.

DISCOVERED CHECK.

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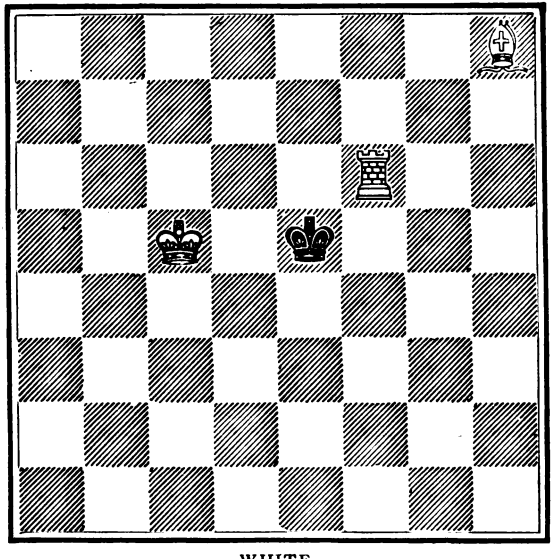

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when possible, to save a losing player from defeat.

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The following diagram will serve to illustrate a perpetual check :

DIAGRAM NO. 5.

PERPETUAL CHECK.

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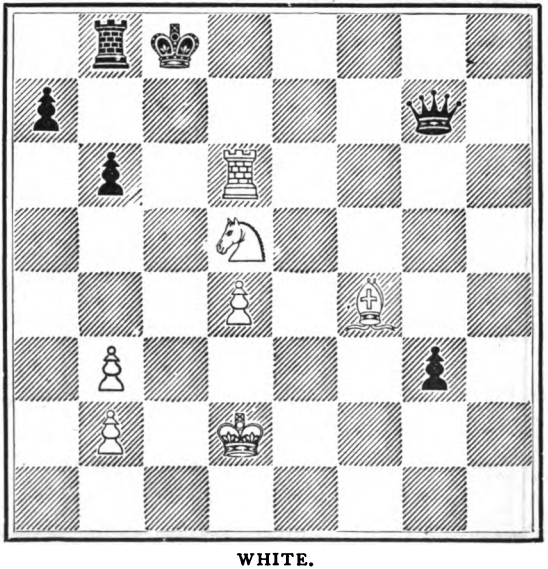

WHITE.

In the above position White draws the game by establishing a perpetual check, thus :

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1 R—QB 6 ch.	**1** K—Q sq.
2 R—Q 6 ch.	**2** K—K sq.
3 R—K 6 ch.	**3** K—Q sq., etc.

If Black played otherwise he might lose, but could not win.

1 R—QB 6 ch.	**1** K—Kt 2
2 R—B 7 ch.	**2** Q×R
3 B×Q, etc.	

Again :

1 R—QB 6 ch.	**1** K—Q sq.
2 R—Q 6 ch.	**2** K—K sq.
3 R—K 6 ch.	**3** K—KB sq.
4 B—KR 6, etc.	
If	**3** K—KB 2
4 R—K 7 ch.	**4** K moves
5 R×Q	**5** K×R
6 B×R, and wins.	

Stalemate occurs when the King, though not in check, *cannot move without going into check*, and when no other piece or Pawn can be moved. The game is then drawn.

Stalemate necessarily occurs only at the end of a game, when the King on one side stands alone, or without any available pieces to move. It is not creditable to the attacking player, but may be so the weaker side, thus avoiding defeat.

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In the diagram No. 6 Black, having to move, is stalemated, his King being unable to move on

DIAGRAM NO. 6.

STALEMATE.

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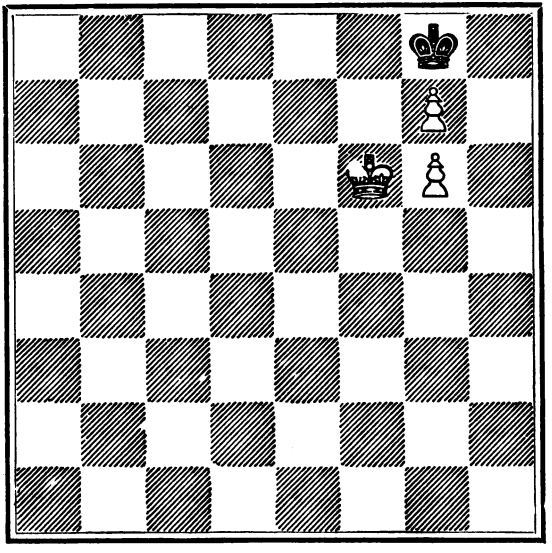

WHITE.

any square out of check from the Pawns, and being unable to capture the Pawn next him.

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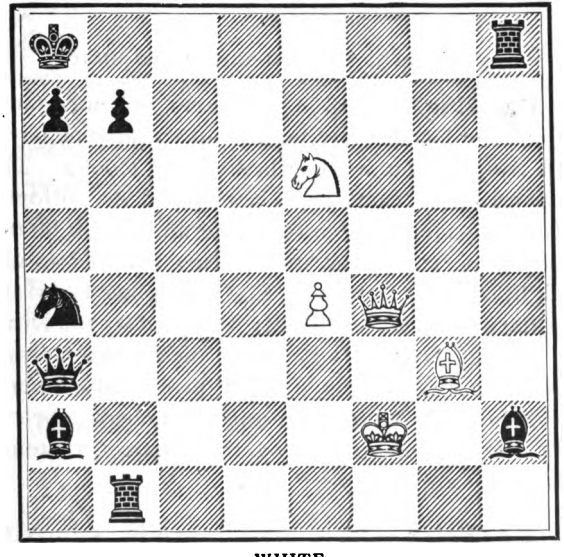
Smothered Mate, or Philidor's Legacy, occurs when the King is so hemmed in that he

DIAGRAM NO. 7.

SMOTHERED MATE, OR PHILIDOR'S LEGACY.

BLACK.



WHITE.

cannot move out of check of a hostile Knight. It occasionally happens that this mate can be

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effected by heroically sacrificing the Queen.

In the foregoing position, although Black has a tremendous numerical superiority, White, with the move, forces the game in two moves, as follows:

1 Q—QKt 8 ch.	**1** R×Q (forced)
2 Kt—QB 7 checkmate.	

This is what is called a smothered mate.

Castling.—Once in the game, but once only, the King has the privilege of moving two squares in conjunction with either of the Rooks. The operation of castling is performed as follows: If the space between the King and Rook be unoccupied, the King moves two squares to the right or left, and the Rook is placed on the square next that originally occupied by the King.

Castling can only be performed when neither King nor Rook have been previously moved.

Again, the King must not be in check, nor can he alight upon or pass over a square threatened by a hostile piece or Pawn.

En Prise.—Two French words, signifying "exposed to capture." When a piece or Pawn is attacked by a hostile man, it is said to be *en prise—i. e.*, in danger of being captured.

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J'Adoube.—Two more French words, meaning "I adjust or replace," to be used when a player touches a piece or Pawn to adjust it in the centre of the square it occupies, without intending to move it.

Forced Move.—When a player can only make one move on the board, it is called a forced move.

Minor Pieces.—The Knights and Bishops are so termed to distinguish them from the Queens and Rooks.

The Exchange.—Winning or losing a Rook for a minor piece is called winning or losing the exchange.

Rank and File.—At the commencement of a game the men are in two ranks. The horizontal rows of squares are called *ranks* and the vertical *squares* files.

Gambit.—This term is derived from an Italian word meaning to trip up in wrestling, and is used in Chess in those openings in which the first player purposely sacrifices a Pawn for the attack The Pawn sacrificed is called the *gambit* Pawn.

Doubled Pawn.—When two Pawns are on the same file they are called doubled Pawns.

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Isolated Pawn.—A Pawn standing alone without the support of other Pawns is called an *isolated* Pawn.

Passed Pawn.—A Pawn is styled "passed" when the enemy has no Pawns either in front or on the adjacent files right or left to obstruct its march to "queen."

Drawn Game.—When neither player can checkmate his opponent, the result is a drawn game.

Drawn games are brought about (1) by stalemate; (2) by perpetual check; (3) when both players persist in repeating the same moves; (4) when there is not sufficient force to give checkmate, as a King and two Knights only, or a King and Bishop; (5) when the forces on each side are equal, or nearly so, as Queen *versus* Queen, Rook *versus* Rook, etc.; (6) when a player, having sufficient force, as, for instance, a Knight and Bishop, is unable to effect checkmate in 50 moves.

To Take "En Passant."—The Pawn has the privilege, on his *first* move, of advancing two squares. If, in thus advancing, he passes a square occupied by one of the enemy's Pawns which has advanced to a *fifth* square, he is liable

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to be taken by the said Pawn, which may intercept him in his passage or leap, as if he had only moved one square.

But, if taken *en passant*, he must be taken at once on the move. He cannot be thus captured at any subsequent stage of the game. Only Pawns—not pieces—can be taken *en passant*.

The Pawn was not allowed formerly to take *en passant*. This rule was first adopted in Spain in the time of the famous Chess-playing Bishop, Ruy Lopez, and subsequently copied in France, Germany and England. Until quite recently it was not allowed in Italy.

False Move.—Any illegal move, such as moving a Knight like a Bishop, or castling when the King is in check or has been already moved, is called a false move.

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RELATIVE VALUE OF THE PIECES.

In the middle of the game the Queen is usually better than two Rooks; but in end games two Rooks are stronger than the Queen.

Sometimes the Queen may be advantageously exchanged for three minor pieces, but, as a rule, three minor pieces are preferable to the Queen.

A Rook and two Pawns are usually better than two minor pieces; but a Bishop and Knight are better than a Rook and Pawn and far superior to a single Rook.

Two Bishops and a Knight are rather better than two Knights and a Bishop.

Two Bishops are far stronger than two Knights; for when all the other men have been changed off two Bishops can easily force checkmate, whereas two Knights can never do so.

Mathematically speaking, the Bishop is rather better than the Knight, but the real relative value of these two pieces depends altogether on the position. Pauisen prefers a Bishop to a Knight, whereas Winawer never misses an opportunity of exchanging a Bishop for a Knight and endeavoring to remain with a Knight in the end game

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if his opponent has a doubled Pawn; because the Knight can always attack both Pawns, which the Bishop cannot do. A Bishop and a Knight are each worth rather more than three Pawns.

In average positions the Queen should win against (1) a Rook, (2) Rook and Pawn, (3) two Knights, (4) two Bishops, (5) Bishop and Knight, (6) a Bishop or Knight; but in certain exceptional situations the weaker force can draw the game.

A Rook and Knight can only win against a Rook in very rare instances; in fact, in ninety-nine cases out of a hundred Rook and Knight *versus* Rook is a legitimately drawn game.

A Rook and Bishop can only win against a single Rook in very extraordinary positions, and Kling and Zytogorski proved that Rook and Bishop *versus* Rook is a drawn game.

A Rook can usually win against a Bishop or Knight when there are an equal number of Pawns on each side, though the ending Rook against Bishop is generally a draw.

Rook *versus* Knight is also usually a drawn game, unless the Knight can be prevented from approaching his King.

The ending Bishop and Knight against King is the most difficult of all endings, and we will endeavor to throw more light upon it hereafter

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HINTS TO BEGINNERS.

1. Never take back a move.

2. Never accept odds unless from players vastly superior to yourself.

3. Bring out your pieces as rapidly as possible; in other words, develop your game with the least possible delay.

4. When you have a Knight or Bishop strongly posted either in the centre of the board, or in your enemy's intrenchments, endeavor to keep such a position until the end of the game or until your opponent is driven to a liquidation favorable to you. Avoid relinquishing similar strong and menacing positions.

5. In open games, *i. e.*, when each player plays P—K 4 on his first move, it is usually well to castle on King's side early in the game.

6. After castling on King's side, beware of uselessly pushing your King's Rook's Pawn one square to prevent your King's Knight from being pinned by the hostile Queen's Bishop.

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Such a precaution is often a mere waste of time, and often results in your being exposed to a terrible attack.

7. Beware of allowing your adversary to post either of his Knights at his King's Bishop's fifth square after you have castled on King's side. Either capture or dislodge such an intruder.

8. Try to post one of your Knights at your King's Bishop's fifth square, and, if possible, maintain him there. This was Anderssen's favorite square for the Knight, and is the most threatening position he can occupy after your opponent has castled on King's side, especially if he has pushed his King's Rook's Pawn one square.

9. When you have played your Queen's Knight to Queen's Bishop's third, if you cannot post him at Queen's fifth square, bring him round by way of K 2 (or Q sq.) to KKt 3 and B 5 (or K 3) and B 5.

10. Above all things avoid excitement. When you find that you have made a false move, endeavor patiently to avoid the consequences and to retrieve your position.

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PRELIMINARY GAME.

The object of the game, the pieces and their moves, the laws by which players are bound, and general directions for playing have so far been fully described.

The game of Chess, however, is so full of intricacies, requiring not only thorough method, but also the exercise of so much prudence and foresight, that an example of a simple game, thoroughly explained at every step, is deemed necessary to afford the learner a better insight into the practical application of the precepts which he is supposed to have fairly mastered. In general practice the learner should accustom himself to play equally well with the black as with the white pieces; but in the following illustrative game the player is supposed to have the white, and the first move. By following the moves attentively, and applying the explanations given, he will be better prepared to understand the openings, etc., which will be described later:

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WHITE.	BLACK.
1 P—K 4	

It is customary, though not obligatory, for the first player to take the white men. In all great public contests, however, the rule is obligatory for the defending player to have the black.

	1 P—K 4

This is the most usual and probably the best reply to White's first move.

2 Kt—KB 3	

This is a good move, bringing out a piece and attacking at once Black's undefended King's Pawn.

	2 Kt—QB 3

Black defends his Pawn.

3 B—B 4	

Attacking Black's K B P, with the view of bringing another piece to bear on it, as it could not be at present taken advantageously, being defended by the King, and a Bishop being worth at least three Pawns.

	3 B—B 4

A good and safe rejoinder.

4 P—Q 3	

Liberating the Queen's Bishop.

	4 P—Q 3
5 Kt—QB 3	5 Kt—KB 3

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6 Castles	**6** Castles
7 B—KKt 5	

Pinning the black Knight, which cannot be moved without losing the Queen.

	7 P—KR 3

Black tries to drive away this troublesome Bishop.

8 B×Kt	

This capture was not, of course, compulsory, as the Bishop might have been withdrawn to KR 4, K 3, or Q 2.

	8 Q×B

Black retakes with Queen in order to avoid a doubled Pawn on K B P file, and the attack of Q—Q 2 threatened by White.

9 Kt—Q 5	

At once attacking the Queen.

	9 Q—Kt 3
10 Kt×QBP	**10** B—KR 6

Leaving the Rook to be taken, and menacing immediate checkmate.

11 Kt—KR 4	

Stopping the mate and attacking the Queen.

	11 Q—B 3
12 Kt×R	**12** Q×Kt
13 P×B	

It would have been better to play the Knight back to QB 7.

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13 Q×KRP

14 Kt—B 7

Bad! P—QB 3 was better, in order to prevent the entry of the black Knight to Q 5 into the heart of White's game. White is over-anxious to save his piece.

14 Kt—Q 5

Threatening the terrible move of Kt—B 6 check and checkmate next move, unless White sacrifices his Queen.

15 P—KB 3

Vainly trying to prevent the danger.

15 Kt×KBP

Discovering check and giving double check. The white King is now checked both by Bishop and Knight, and must move into the corner square.

16 K—R sq. **16** Q×RP checkmate.

Although this game is sharp, short and decisive, it includes some positions which it will repay the learner to study, bearing in mind that every move must be made not only for its immediate results, but also for its ultimate effects.

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OPENINGS OF GAMES.

As this is essentially an elementary treatise it is, of course, impossible to give anything more than the best opening moves for attack and defence. In each case the opening scheme is carried out quite far enough to give an insight into its object, and the results that follow, according to the views of the best authorities.

It must be borne in mind that the Chess player has two main objects to fulfill at the commencement of a game, viz.: attack and defence; and prudence naturally points to the necessity of the greatest impregnability possible against a hostile attack before initiating an attack himself. A General is a rash one, indeed, who neglects to provide the means for covering a possible retreat.

THE KING'S KNIGHT'S OPENING.

One of the most interesting, as well as important, of the *débuts* springs from the following moves:

1 P—K 4	**1** P—K 4
2 Kt—KB 3	

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For centuries the best defence to this opening has been a *vexata quæstio* with Chess players. Lopez, in 1561, erroneously denounced 2 Kt—QB 3. Greco, in 1619, advocated his unsound counter-gambit of 2 P—KB 4, which, although favored by the illustrious Deschapelles, should, in the opinion of all modern theorists, result in a lost game for Black. Then Gianutio and the Italian school rightly declared in favor of 2 Kt—QB 3 until the middle of the eighteenth century, when the immortal Philidor pronounced in favor of 2 P—Q 3. Subsequently, the Russian school, as represented by Petroff, popularized another counter-attack, viz: 2 Kt—KB 3. Of all these defences we believe 2 Kt—QB 3 to be the best.

Damiano's Counter Gambit, 2 P—KB 3 for Black, is demolished by White's third move, 3 Kt×KP, winning a Pawn, since if Black capture the Knight, he loses the game by White's rejoinder, 4 Q—R 5 ch.

PHILIDOR'S DEFENCE.

GAME I.

This defence is inadvisable. It gives Black a difficult, cramped game, and is therefore inferior to either QKt—B 3 or KKt—B 3.

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WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 P—Q 3
3 P—Q 4	

White may also play 3 B—B 4.

	3 P×P
4 Kt×P	4 P—Q 4, best
5 P×P, best	5 Q×P
6 Q—K 2 ch.	6 B—K 2
7 Kt—Kt 5	7 Kt—QR 3
8 QKt—B 3	8 Q—Q sq.
9 B—B 4	9 Kt—B 3
10 R—Q sq.	10 B—Q 2
11 Q—K 5	11 Castles
12 Kt×BP	12 Kt—Kt 5

and although the forces are equal, White has the better position.

GAME II.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 P—Q 3
3 P—Q 4	3 P×P
4 Q×P	4 B—Q 2

Black may also play Kt—QB 3 here.

5 B—KB 4	5 Kt—QB 3
6 Q—Q 2	6 Kt—B 3
7 B—Q 3	7 B—K 2
8 Kt—B 3	8 Castles
9 Castles	

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and White has a better developed game than his opponent.

GAME III.

(Philidor's Counter Gambit.)

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 P—Q 3
3 P—Q 4	3 P—KB 4
4 Kt—QB 3	4 P×KP
5 QKt×P	5 P—Q 4
6 KKt×KP	6 P×QKt
7 Q—R 5 ch.	7 P—Kt 3
8 Kt×P	8 Kt—KB 3
9 Q—K 5 ch.	

and White has a winning game.

Black would do no better on his fourth move by taking the Queen's Pawn, *e. g.:*

	4 P×QP
5 Q×P	5 P×P
6 B—KKt 5	6 Kt—KB 3
7 Kt×P	7 B—K 2
8 B—QB 4	8 Kt—B 3
9 Q—K 3	9 Kt—QR 4
10 B—Kt 5 ch.	10 K—B 2
11 B×Kt	

and again White has a great superiority.

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PETROFF'S DEFENCE.

Petroff's Defence is so called after the celebrated Russian player of that name, but is inferior to 2 Kt—QB 3.

It consists in Black bringing out his King's Knight to Bishop's third square on his second move. Modern theorists, however, condemn it, though there is at present a tendency towards its revival in order to avoid the terribly harrassing *Ruy Lopez* attack.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—KB 3
3 P—Q 4, best	

Formerly—in fact ever since Morphy's time—it was considered best here for White to take Pawn with Knight. Steinitz, however, declares 3 P—Q 4 best.

	3 Kt×P, best
4 B—Q 3	4 P—Q 4
5 Kt×P	5 P—QB 4
6 B—Kt 5 ch.	6 B—Q 2
7 Kt×B	7 Kt×Kt
8 Castles	8 P—QR 3
If	8 P—B 5
9 Q—K 2	9 Q—K 2
10 R—K sq., etc.	
If	8 P×P

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9 Q×P	**9** KKt—B 3
10 R—K sq. ch.	**10** B—K 2
11 Kt—B 3	**11** P—QR 3
12 B—R 4	**12** P—QKt 4
13 B—Kt 3	**13** Kt—Kt 3

14 B—Kt 5, with the advantage.

9 B×Kt ch.	**9** Q×B
10 P—KB 3	**10** Kt—B 3
11 R—K sq., ch.	**11** K—Q sq., best
12 B—Kt 5	**12** B—K 2
13 Kt—B 3	

and White has the better game.

We extract this analysis from the *International Chess Magazine* for November, 1888, which contains a most searching and exhaustive analysis of this opening by the champion.

Mr. Steinitz's discovery, however, does not revolutionize the theory of this *début*, inasmuch as by his own showing the Petroff is an inferior defence. But he must be credited with having demonstrated the advance of the Queen's Pawn on White's third move to be stronger than the old move, 3 Kt×P.

THE GIUOCO PIANO.

This is a slow game, but a safe and sound *début*, and is rightly preferred by our modern

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Chess masters to the brilliant but unsound variation called the Evans Gambit.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—B 4	3 B—B 4
4 P—Q 3	

The obsolete continuation, 4 P—B 3, has long been discarded on account of

	4 Kt—KB 3
5 P—Q 4	5 P×P
6 P×P (best)	6 B—Kt 5 ch.
7 B—Q 2	7 B×B ch.
8 QKt×B	8 Kt×KP
9 Kt×Kt	9 P—Q 4
10 B—Q 3	10 P×Kt,

and Black has the preferable game, on account of White's isolated centre Pawn.

	4 P—Q 3
5 P—QB 3	5 Kt—KB 3
6 P—KR 3, leaving game even.	

White may also play 4 Castles, instead of 4 P—Q 3, and get an equal game.

THE SCOTCH GAMBIT.

This takes its name from the fact of its having been successfully adopted many years ago by the Scotch players, in a match by correspondence

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between London and Edinburgh. Steinitz, however, considers that the second player should come out with four Pawns on the Queen's flank against three Pawns of his opponent. We believe that the defence, *theoretically* speaking, should win, as shown in the celebrated game by correspondence between London and Vienna, in which Messrs. Steinitz and Potter successfully conducted the black.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 P—Q 4	3 P×P
4 Kt×P	4 Kt—B 3

We consider this a good defence, leading to an even game, but not so strong theoretically as 4 Q—R 5.

5 QKt—B 3	5 B—Kt 5
6 Kt×Kt	6 KtP×Kt
7 Q—Q 4	7 Q—K 2
8 P—B 3	

At this stage 8 P—Q 4

is usually played for Black, with the following continuation :

9 B—KKt 5	9 P—B 4
10 B—Kt 5 ch.	10 K—B sq.
11 Q—Q 3	11 P—Q 5
12 Castles (QR), etc.	

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Professor Berger, however, suggests for Black, on his eighth move, P—QB 4 instead of P—Q 4, and continues as follows:

		8 P—B 4
9	Q—B 2	**9** Castles
10	B—Q 2	**10** P—Q 4
11	Castles	**11** P—Q 5
12	Kt—Kt sq.	**12** B×B ch.
13	Kt×B (best)	**13** B—K 3

Steinitz now recommends 14 B—B 4 or 14 Kt—B 4. (Compare *International Chess Magazine*, p. 354.)

The learner may here be told how the same position may be arrived at in a "Four Knight's Game" by the following transposition of moves:

1	P—K 4	**1** P—K 4
2	Kt—KB 3	**2** Kt—QB 3
3	Kt—B 3	**3** Kt—B 3
4	P—Q 4	**4** P×P
5	Kt×P	**5** B—Kt 5
6	Kt×Kt	**6** KtP×Kt
7	Q—Q 4	**7** Q—K 2
8	P—B 3	**8** P—B 4
9	Q—B 2	**9** Castles

Herr Berger now prefers for White

10 B—Q 3

instead of 10 B—Q 2, as above, with the following continuation:

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	10 P—Q 4
11 Castles	**11** P—B 5
12 B—K 2	**12** P—B 3 or (A)
13 B—Kt 5	**13** B×Kt
14 P×B	**14** Q—K 4
15 B×Kt	**15** Q×B
16 Q—Q 4	

Even game.

At the twelfth move Black may substitute for P—B 3 the following variation:

	12 B—QR 3
13 B—KKt 5, best	**13** B—QB 4
14 B—K 3	**14** B×B
15 Q×B	**15** KR—Q sq.
16 KR—Q sq.	**16** P—QB 4, etc.

In the main variation Berger prefers 9 Q—B 2 to 9 Q—K 3, the move recommended by the *Deutsche* (Berlin) *Schachzeitung;* but Steinitz, we believe, does not concur in this opinion. Berger's objection is based on the subjoined variation, which is unfavorable for White:

9 Q—K 3	**9** Castles
10 B—QB 4	**10** R—K sq. (best)
11 Castles	**11** P—QB 3
12 Kt—Q sq.	**12** P—Q 4, etc.

GAME.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3

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3 P—Q 4	3 P×P
4 Kt×P	4 B—QB 4
5 B—K 3	5 Q—B 3
6 P—QB 3	6 KKt—K 2
7 Q—Q 2	7 Castles (best)
8 Kt—Kt 5	8 B×B
9 Q×B	9 P—Q 4, etc.

THE EVANS GAMBIT.

was originated by the late Captain W. D. Evans, an English merchant captain, half a century ago. Although still favored by the Russian players, we believe it to be unsound.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—B 4	3 B—B 4
4 P—QKt 4	

This move constitutes the Gambit, but, so far from the sacrifice of this Pawn resulting in advantage for White, it should lose him the game.

	4 B×P
5 P—B 3	5 B—R 4 (best)
6 P—Q 4	6 P×P
7 Castles	7 P×P
8 Q—Kt 3	8 Q—B 3

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9 P—K 5	**9** Q—Kt 3
10 Kt×P	**10** KKt—K 2

and Black has much the better game, whether White play 11 Kt—K 2, B—QR 3 or R—K sq.

GAME II.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—B 4	**3** B—B 4
4 P—QKt 4	**4** B×P
5 P—B 3	**5** B—B 4

This is not so good as 5 B—R 4 for Black.

6 Castles	**6** P—Q 3
7 P—Q 4	**7** P×P
8 P×P	**8** B—Kt 3
9 Kt—B 3	**9** B—KKt 5 (best)
10 B—QKt 5	**10** K—B sq.

11 B—K 3, with a good game.

Black can now defend by 11 QKt—K 2, or 11 KKt—K 2, or 11 B×Kt. The first defence is recommended by Steinitz; the second has been shown inferior by the correspondence match between London and St. Petersburg, whilst the third was favored by Anderssen.

The following is not safe for Black after 5 P—B 3, P—B 4; 6 P×B, P×P; 7 P—Kt 5, etc.

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THE EVANS GAMBIT DECLINED.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—B 4	3 B—B 4
4 P—QKt 4	4 B—QKt 3

This is the best way of refusing the Gambit. P—Q 4 is not satisfactory for Black.

5 P—QR 4 or variation	5 P—QR 3
6 Castles	6 P—Q 3
7 P—R 5	7 B—R 2
8 P—Kt 5	8 P×P
9 B×P	9 KKt—K 2

and Black has slightly the advantage.

VARIATION ON WHITE'S FIFTH MOVE.

5 P—Kt 5

This should lose White the game.

	5 Kt—QR 4
6 Kt×KP	6 Kt—KR 3 (best)

Black may venture also 6 Q—Kt 4 here; but 6 Q—B 3 is bad.

7 P—Q 4	7 P—Q 3
8 QB×Kt	8 P×B (best).

After Black's eighth move of P×B White has four feasible moves, every one of which results

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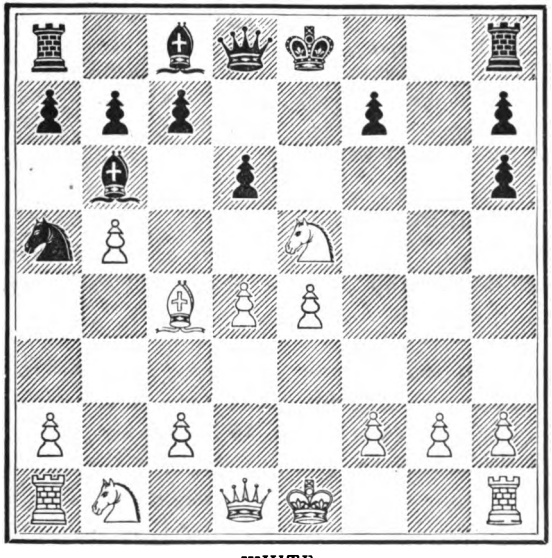
DIAGRAM NO. 8.

POSITION AFTER BLACK'S EIGHTH MOVE.

BLACK.



WHITE.

in a lost game. These moves are, first, 9 Q—B 3 ; second, 9 Q—R 5 ; third, 9 Kt × KBP, and fourth, 9 B × P ch.

Firstly :

9 Q—B 3 **9 R—B sq., only move**

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10 B×P ch. or (A)	**10** K—K 2
11 Kt—B 3	**11** B—K 3, only move,

because any other move loses a piece.

12 Kt—Q 5 ch.	**12** B×Kt (best)
13 P×B	**13** P×Kt
14 P×P (best)	**14** R×B
15 Q—R 3 ch.	**15** K—K sq, (best)
16 Castles (QR) (best)	**16** Q—K Kt 4 ch.
17 K—Kt sq.	**17** Kt—QB 5

and Black must win.

VARIATION A.

10 Kt×BP

This is no better than taking the Pawn with Bishop checking, because Black can now win two ways, either by Q—K 2 or Kt×B, *e.g.:*

	10 Q—K 2
11 Kt×P ch.	**11** Q×Kt
12 Q—R 5 ch. (best)	**12** Q—Kt 3
13 Q—K 5 ch.	**13** K—Q sq,

and White's game is hopeless.

Or	**10** Kt×B
11 Kt×Q	**11** R×Q
12 P×R	**12** B×QP
13 P—QB 3	**13** B—K 4, and wins.

Secondly:

9 Q—R 5	**9** Q—B3 (best)
10 Kt×BP (best)	**10** Kt×B (best)
11 Kt×R dis. ch. (best)	**11** K—K 2
12 Kt—B3 (best)	**12** B—K 3

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13 Kt—Q 5 ch.	**13** B×Kt
14 Q×B (best)	**14** Kt—QR6, and wins.

Thirdly:

9 Kt×BP	**9** Q—R 5 (best)
10 Kt×R	**10** Kt×B
11 Q—B 3	**11** B—K 3
12 P—B 3	**12** Castles
13 Kt—B 7	**13** R—Q 2
14 P—Kt 3	**14** Q—R 6

and White has a lost game.

Fourthly:

9 B×P ch.	**9** K—K 2 (best)
10 B—R 5	**10** P×Kt
11 P—Q 5 (best)	**11** Q—KKt sq. (best)
12 B—B 3	**12** Kt—B 5

and Black has the better game.

A full analysis of this opening, in which the author has demonstrated Black's eighth move of P×B to be superior to the move given by the *Handbuch* of 8 P×Kt, was published in the *Columbia Chess Chronicle* for the 18th August, 1888.

Let the student play out the foregoing variations from Diagram No. 8, on page 57, which shows the position of the forces after Black's eighth move.

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THE TWO KNIGHTS' DEFENCE.

This was first noticed by Gianutio in 1597. Steinitz has shown, in the Appendix to the author's *Chess Player's Manual*, that it is a good and sound, although exceedingly difficult, defence.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 Kt—B 3
4 Kt—Kt 5 (weak)	4 P—Q 4 (best)
5 P×P	5 Kt×P
6 Kt×BP	6 K×Kt
7 Q—B 3 ch.	7 K—K 3
8 Kt—B 3	8 Kt—Kt 5
9 Q—K 4	9 P—Q Kt 4
10 B—Kt 3	10 P—B 4
11 P—Q 3	11 B—Q Kt 2
12 P—K B 4	12 P—B 5
13 Q P×P	13 Kt×Kt

and, whatever White now play, Black has the better game, in the opinion of Steinitz. Instead of 4 Kt—Kt 5, White should play 4 Castles, with a good game, as follows:

4 Castles	4 Kt×K P (weak)*
5 P—Q 4	5 P—Q 4

* 4 B—Q B 4 is best here for Black.

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6 Q—K 2	**6** B—KKt 5
7 P×P	**7** QKt×P
8 Kt—QB 3	**8** P—KB 4
9 B×P (best)	

and White has the better game.

4 P—Q 4 is not so good for White as 4 Castles, on account of 4 P×P; 5 Castles, Kt×P. See next game.

GAME II.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—B 4	**3** Kt—B 3
4 P—Q 4	**4** P×P
5 Castles	**5** Kt×KP (best)
6 R—K sq.	**6** P—Q 4
7 B×QP	**7** Q×B
8 Kt—QB 3	**8** Q—KR 4 (best)
9 Kt×Kt	**9** B—K 2
10 B—KKt 5	**10** B—KKt 5
11 B×B	**11** B×Kt
12 Q×B	**12** Q×Q
13 P×Q	**13** Kt×B

and Black has an unquestionable superiority.

THE KNIGHT'S GAME OF RUY LOPEZ.

This was invented by the Spanish Bishop, Ruy Lopez, the favorite of King Philip II., who wrote

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a treatise on Chess in 1561, and is, in our opinion, the strongest and most enduring form of attack on the board.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 B—QKt 5	3 Kt—B 3

This is now the usual defence; but he may also play P—QR 3, KKt—K 2, B—QB 4, B—Q 3, Kt—Q 5, P—KB 4 or P—Q 3. All these modes of defence, however, except the first, are now generally considered more or less inferior.

4 Castles	4 Kt×KP
5 P—Q 4	5 B—K 2
6 Q—K 2	6 Kt—Q 3
7 B×Kt	7 KtP×B
8 P×P	8 Kt—Kt 2
9 P—B 4	9 Castles
10 Kt—QB 3	10 P—KB 4
11 Kt—Q 4	11 Q—K sq.

12 P—B 4, with a good opening.

There is no opening that affords the first player so strong and enduring an attack as the Ruy Lopez. Steinitz favors the following defence:

	3 P—QR 3
4 B—R 4	4 KKt—K 2
5 P—Q 4	5 P×P
6 Kt×P	6 Kt×Kt

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7 Q×Kt	7 P—QKt 4
8 B—Kt 3	8 P—Q 3
9 P—QB 3 or 9 P—QB 4	9 B—K 3

and thinks Black has a good game.

PONZIANI'S KNIGHT'S GAME.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 P—QB 3	3 P—Q 4 (best)
4 B—Kt 5	4 P×P
5 Kt×P	5 Q—Q 4
6 Q—R 4	6 KKt—K 2
7 P—KB 4 (best)	7 P×P *en pass.*
8 Kt×P	8 P—QR 3
9 B—K 2 (best)	9 Kt—Kt 3
10 Castles	10 B—Q 2

Even game.

At his fourth move, instead of B—Kt 5, as above, White may play 4 Q—R 4, but that is not so good for him, *e. g.*:

4 Q—R 4	4 P—KB 3
5 B—Kt 5	5 KKt—K 2
6 P×P	6 Q×P
7 Castles	7 B—Q 2
8 B—B 4	8 Q—B 4

and Black has the better game.

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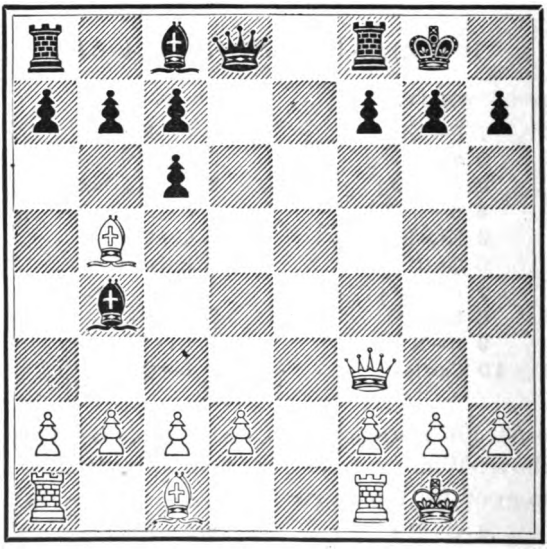
THE FOUR KNIGHTS' GAME.

DIAGRAM NO. 9.

POSITION AFTER BLACK'S NINTH MOVE.

BLACK.



WHITE.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 Kt—QB 3
3 Kt—B 3	3 Kt—B 3

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4 B—Kt 5	**4** B—Kt 5 (best)
5 Castles	**5** Castles
6 Kt—Q 5	**6** Kt×Kt
7 P×Kt	**7** P—K 5
8 P×Kt	**8** P×Kt (best)
9 Q×P	**9** QP×P (best)

and Black has the better game. White's sixth move above is, therefore, objectionable. His best play is 6 P—Q 3, leading to a dull though even game.

THE THREE KNIGHTS' GAME.

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 Kt—B 3	**3** B—B 4
4 Kt×P	**4** Kt×Kt (best)

For the consequences of B×P check, see Game II.

5 P—Q 4	**5** B—Q 3

If . . . . 5 B×P; 6 Q×B, followed by B—K 3, with the better position.

6 P×Kt	**6** B×P
7 B—Q 3	

Steinitz plays this move. White may also play 7 P—KB 4, *e. g.:* 7 P—KB 4, 7 B×Kt ch.; 8 P × B, etc., but 7 Kt—K 2 is not so good for

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White, on account of 7 .... P—QB 3; 8 P—KB 4, 8 B—B 2, etc.

	7 Kt—K 2 (best)
8 Castles	**8** P—QB 3
9 Q—R 5	**9** Q—R 4 (best)
10 Kt—K 2	**10** Kt—Kt 3
11 K—R sq.	**11** B—B 2

and the game is about equal. White for choice.

It is well to show the learner how Black would do ill to capture Knight with Bishop on his seventh move, instead of playing Knight to King's second, as in the foregoing main variation, *e. g.*:

	7 B×Kt ch.
8 P×B	**8** P—Q 4
9 Castles	**9** P×P
10 R—K sq.	**10** P—KB 4

(If .... 10 Kt—B 3; 11 B—R 3, etc.)

11 Q—R 5 ch.	**11** P—Kt 3
12 R×P ch.	**12** P×R

13 Q—K 5 ch., with a strong attack.

GAME II.

	4 B×P ch.
5 K×B	**5** Kt×Kt
6 P—Q 4	**6** Kt—Kt 3 (best)

If, firstly, ... 6 Q—B 3 ch.; 7 K—K sq.; or if .... 6 Q — R 5 ch.; 7 P — KKt 3, and in either case White has the better game.

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7 B—QB 4	**7** P—Q 3
8 R—B sq.	**8** B—K 3
9 B×B or	
9 Q—Q 3	

and White has the preferable game.

THE CENTRE GAMBIT.

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—Q 4	**2** P×P
3 Q×P	**3** Kt—QB 3
4 Q—K 3 (best)	**4** B—Kt 5 ch.
5 P—QB 3	**5** B—R 4
6 Q—Kt 3	**6** Q—B 3
7 B—KKt 5	**7** Q—Kt 3
8 B—Q 3	**8** P—KR 3
9 B—KB 4	**9** Q×Q
10 B×Q	**10** P—Q 3

Even game.

GAME II.

Variation on Black's Fourth Move.

	4 P—KKt 3
5 B—Q 2	**5** B—Kt 2
6 Kt—QB 3	**6** P—Q 3
7 P—KB 4	**7** KKt—K 2
8 Kt—KB 3	**8** Castles

This move was made by Mr. Esling in a game with Mr. Charlick in the first Australian Tour-

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nament at Adelaide in 1887. At the Vienna Congress of 1882 Mackenzie played instead 8 B—K 3, followed by Q—Q 2 and Castles QR against Tchigorin, ultimately losing.

Instead of 7 P—KB 4 in the foregoing variation, White might have played 7 Kt—B 3, to which Black's best replies, according to Steinitz, are Kt—B 3 or Kt—K 2, in order to castle speedily on King's side.

GAME III.

Another Variation on Black's Fourth Move.

	4 Kt—B 3
5 B—K 2 (best)	

White may also push on his King's Pawn here, *e. g.*: 5 P—K 5, 5 Kt—KKt 5. [We prefer 5 Kt—Q 4 for Black here.] 6 Q—K 2, 6 P—Q 4; 7 P×P en pass. ch., 7 B—K 3; 8 P×P, 8 Q×P, and Black has the better game, see Diagram No. 10, on next page.

	5 P—Q 3
6 B—Q 2	**6** P—KKt 3 (best)

and the game is about even.

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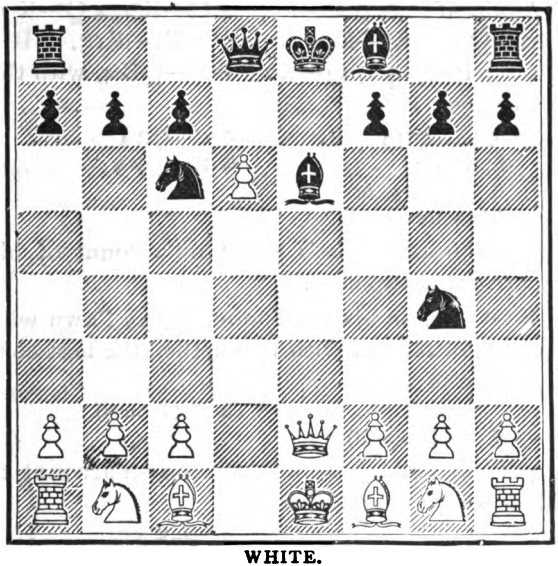
DIAGRAM NO. 10.

POSITION AFTER BLACK'S SEVENTH MOVE IN SUB-VARIATION.

BLACK.



WHITE.

THE CENTRE COUNTER GAMBIT IN THE KNIGHT'S OPENING.

WHITE.	BLACK.
1 P—K4	**1** P—K4
2 Kt—KB3	**2** P—Q4

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3 P×P (best)	3 Q×P (best)

If .... 3 B—Q 3; 4 P—Q 4, 4 P—K 5; 5 Kt —K 5, etc.

Again, if .... 3 P—K 5; 4 Q—K 2, 4 Q—K 2; 5 Kt—Q 4, 5 Q—K 4, best; 6 Kt—Kt 5, 6 B—Q 3; 7 P—Q 4, 7 Q—K 2; 8 P—QB 4, with the advantage.

4 Kt—QB 3	4 Q—QR 4
5 B—B 4	5 Kt—QB 3
6 P—K R 3, or	
6 Castles	

and we prefer White's game on account of his superior development.

If White, on his third move, takes Pawn with Knight, instead of with Pawn, then the best continuation is

	3 P×P (best)
4 P—Q 4 (best)	

4 B—QB 4 leads to a lost game on account of Black's rejoinder 4 Q—Kt 4.

	4 B—K 3
5 B—QB 4	5 B×B
6 Kt×B	6 P—KB 4
7 Castles	7 Kt—KB 3

Equal game.

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THE GRECO COUNTER GAMBIT.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—KB 3	2 P—KB 4

A move erroneously advocated many years ago by the brilliant Deschapelles.

3 Kt×P	3 Q—B 3

This is perhaps his best course; he has other moves; but they are all unsatisfactory.

4 P—Q 4	4 P—Q 3
5 Kt—QB 4	5 P×P
6 Kt—QB 3	6 P—QB 3
7 Kt×KP	7 Q—K 3 (best)
8 Q—K 2	8 P—Q 4
9 KKt—Q 6 ch. or	
9 QKt—Q 6 ch.	

and White has the better game.

THE KING'S BISHOP'S OPENING.

GAME I.

The King's Bishop's Opening is not often played. Still it may be safely adopted.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 B—B 4	2 B—B 4
3 Q—K 2 or see Game II	3 Kt—QB 3
4 P—QB 3	4 Kt—B 3

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5 Kt—KB 3 (best)

5 P—KB 4, the Lopez Gambit, is inferior.

	5 P—Q 3
6 Castles	6 Castles
7 P—Q 3	7 B—KKt 5
8 B—KKt 5	

Even game.

GAME II.

Variation on White's third move in preceding game.

3 P—QB 3	3 Kt—KB 3
4 P—Q 4	4 P×P
5 P—K 5	5 P—Q 4
6 B—Kt 5 ch.	6 B—Q 2
7 B×B	7 KKt×B
8 P×P	8 B—Kt 5 ch.
9 Kt—QB 3	9 Castles
10 KKt—K 2	10 P—QB 4
11 P×P	11 Kt×QBP
12 Castles	12 B×Kt

Even game.

GAME III.

MACDONNELL'S DOUBLE GAMBIT.

WHITE.	BLACK
1 P—K 4	1 P—K 4
2 B—B 4	2 B—B 4
3 P—QKt 4	

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This is simply another variation on White's third move in Game I of this opening. We repeat the moves in order to avoid confusing the beginner. MacDonnell's Double Gambit is bad.

		3 B×KtP
4	P—KB 4	**4** P—Q 4

Black may also play P×P here.

5	P×QP	**5** P—K 5
6	Kt—K 2	**6** Kt—KB 3
7	P—QB 3	**7** B—QB 4
8	P—Q 4	**8** P×P en pass.
9	Q×P	**9** Castles
10	B—QR 3	**10** B×B
11	Kt×B	**11** B—Kt 5
12	Castles (KR)	**12** B×Kt

and Black has the better game.

As young players may not see *why*, we append the proper continuation.

13	Q×B	**13** Kt×P
14	Q—B 3	**14** P—QB 3
15	QR—Kt sq.	**15** Q—K 2
16	B×Kt	**16** P×B, etc.

THE KING'S KNIGHT'S DEFENCE.

	WHITE.	BLACK.
1	P—K 4	**1** P—K 4
2	B—B 4	**2** Kt—KB 3
3	P—B 4	**3** Kt×P or (A)

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4 P—Q 3	**4** Q—R 5 ch.

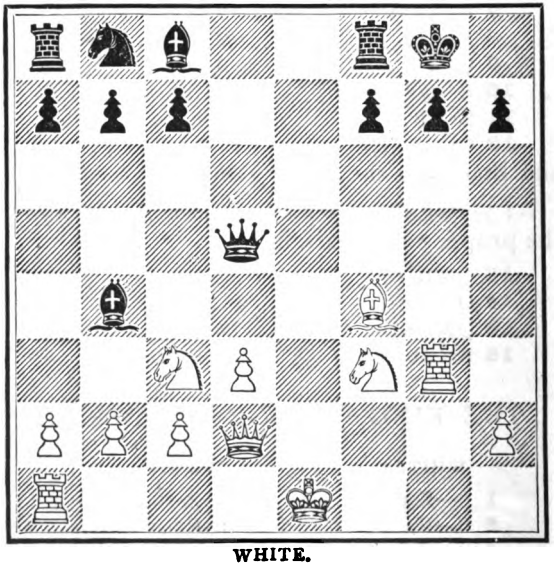
4 Kt — Q 3 wins a Pawn, but leads to a troublesome game for Black. Mr. Gattie thinks 4 Kt—B 4 is Black's best move here.

5 P—Kt 3	**5** Kt×P
6 Kt—KB 3	**6** Q—R 4

DIAGRAM NO. 11.

POSITION AFTER WHITE'S TWELFTH MOVE.

BLACK.



WHITE.

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7 R—Kt sq.	**7** P—Q 4 (best)
8 B×P	**8** P×P
9 Kt—B 3	**9** B—QKt 5
10 QB×P	**10** Q×B
11 R×Kt	**11** Castles
12 Q—Q 2	

and the game is about even, Black having a Pawn ahead, but White has the superior position. Black's game for choice. See Diagram No. 11.

(A)

WHITE.	BLACK.
	3 P—Q 4
4 P×QP	**4** P×P
5 P—Q 4	**5** B—KKt 5
6 Kt—KB 3	**6** Kt×P

Equal game.

The King's Knight's Defence to the Bishop's Opening is usually considered the best. But Black may also safely play 2 Kt—QB 3.

THE DANISH GAMBIT.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—Q 4	**2** P×P
3 P—QB 3	

White can turn the game here into a Scotch Gambit by 3 Kt—KB 3 instead of the text move.

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If he retake Pawn with Queen, we have the Centre Gambit already examined.

	3 P×P
4 B—QB 4	**4** Kt—KB 3 (best)
5 Kt×P (best)	**5** B—Kt 5
6 KKt—K 2	**6** Castles
7 P—K 5	**7** P—Q 4

and Black has a Pawn ahead and a safe game.

It may be now well to show learners why Kt—KB 3 is marked above as best for Black on his fourth move, and why capturing the Knight's Pawn is inadvisable.

Suppose	**4** P×Kt P
5 QB×P	**5** B—Kt 5 ch.
6 Kt—B 3	**6** Kt—KB 3
7 Kt—K 2	**7** Kt×P
8 Castles	**8** Kt×Kt
9 Kt×Kt	**9** B×Kt
10 B×B	**10** Q—Kt 4
11 R checks	**11** K—Q s
12 P—KB 4	**12** Q×P
13 B×KtP	**13** R—Kt sq.

14 Q—KKt 4, and wins.

This brilliant continuation occurred in actual play between Messrs. Lindehn and Maczuski.

Black has other and better defences, it is true, than the above; but he is always exposed to a harassing attack by the capture of the third Pawn.

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THE KING'S KNIGHT'S GAMBIT.

The gambits on the King's side, as Jaenisch justly remarks, give birth to the most ingenious and complicated positions. As Mr. Cook observes, in his "Synopsis," the King's Knight's Gambit was superficially noticed by Lopez (1561), but the true theory of the *début* was developed by the Italian writer, Polerio (1604), and the Neapolitan, Salvio (1634). The Naples Academy of Chess rightly preferred the defence two and a half centuries ago. The King's Knight's Gambit, or Greco-Philidor Gambit, is theoretically unsound, and therefore inadvisable.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 Kt—KB 3	**3** P—KKt 4
4 B—B 4	**4** B—Kt 2
5 Castles	**5** P—Q 3
6 P—QB 3	**6** P—KR 3 (best)
7 P—Q 4	**7** Q—K 2
8 P—KKt 3	**8** P—Kt 5
9 QB×P	**9** P×Kt
10 Q×P	**10** Kt—QB 3
11 Kt—Q 2	**11** B—Q 2
12 QR—K sq.	**12** Castles

and Black has the better game.

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THE CUNNINGHAM GAMBIT.

This form of the King's Gambit was first analyzed by Captain Bertin, in whose treatise, published in 1735, it is styled the "Three Pawns' Gambit. It was subsequently noticed by Lewis, Philidor, Walker and other writers, and received especial attention from Mr. Cunningham, the historian; hence its designation. In our opinion it is a sound defence. Unlike the other King's gambits, in all of which the first player sacrifices the Pawn for the attack, Black, by his third move, obtains a strong counter-attack at once, which, in our opinion, cannot be satisfactorily met against the best defence. See analysis below under "SECONDLY."

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB 4	2 P×P
3 Kt—KB 3	3 B—K 2
4 B—B 4	4 B—R 5 ch.
5 K—B sq. (best)	

Black has now the choice of three moves:

FIRSTLY:	5 P—Q 3
6 P—Q 4	6 B—K Kt 5
7 QB×P (best)	7 Q—B 3
8 B—K 3	8 Kt—K 2 or (A)

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9	QKt—Q 2	**9** P—KR 3
10	P—KR 3	**10** B×Kt
11	Kt×B	**11** Kt—Q 2
12	K—Kt sq,	**12** B—Kt 6
13	Q—Q 2	

and White has an excellent game.

VARIATION A.

		8 Kt—B 3
9	Kt—QB 3	**9** KKt—K 2
10	B—K 2	**10** B×Kt
11	P×B (best)	**11** Castles (QR)
12	R—KKt sq,	**12** P—Q 4
13	P—K 5	**13** Q—K 3
14	K—Kt 2	

and again we prefer the White.

SECONDLY :		**5** P—Q 4
6	B×P	**6** Kt—KB 3
7	Kt—QB 3	**7** Castles
8	P—Q 4	**8** P—B 3
9	B—Kt 3	**9** B—Kt 5
10	QB×P	**10** Kt—R 4
11	Q—Q 2	

and White has the advantage.

At the seventh move, however, Black's best course would be, instead of castling,

		7 Kt×B (best)
8	Kt×Kt	**8** P—KB 4
9	P—Q 3	**9** P×P
10	P×P	**10** Castles

and Black has the better game.

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THIRDLY:		**5** B—KB 3
	6 P—K 5	**6** B—K 2
	7 P—Q 4	**7** P—Q 4
	8 B—K 2	**8** P—QB 4
	9 P—QB 3	**9** Q—Kt 3

Even game. We fail to see any advantage for Black.

THE SALVIO GAMBIT.

This was first noticed by Dr. Salvio in 1634, and takes its name from that writer, who copied it from a Portuguese treatise. It has been resuscitated of late years by Steinitz.

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 Kt—KB 3	**3** P—KKt 4
4 B—B 4	**4** P—Kt 5
5 Kt—K 5	**5** Q—R 5 ch.
6 K—B sq.	**6** Kt—KR 3
7 P—Q 4	

Black has now the choice of two moves, viz.: P—Q 3 and P—B 6.

FIRSTLY, then,		**7** P—Q 3
	8 Kt—Q 3	**8** P—B 6

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9 P—KKt 3	**9** Q—K 2 (best)
10 Kt—B 2, or	
10 Kt—QB 3	

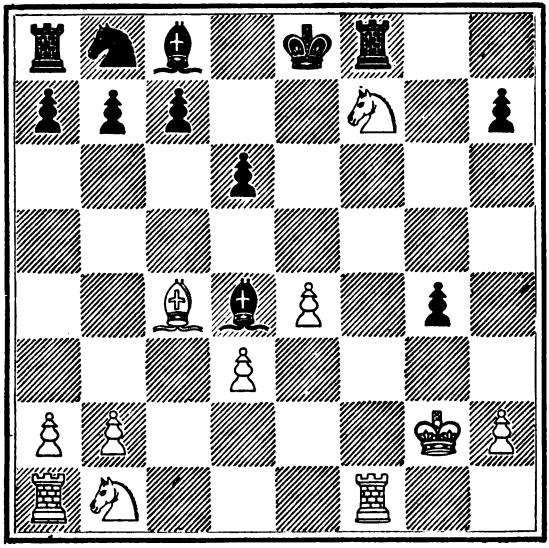
Ever game.

SECONDLY :	**7** P—B 6
8 B—KB 4 (best)	**8** P×P ch.

DIAGRAM NO. 12.

POSITION AFTER BLACK'S FIFTEENTH MOVE.

BLACK.



WHITE.

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9	K×P	**9** P—Q 3
10	Kt—Q 3	**10** B—Kt 2
11	Kt—B 2	

Even game.

But we think Black's best play in the above game at his sixth move is 6 P—B 6 (the Cochrane Gambit), instead of 6 Kt—KR 3; for both the *Handbuch* and Dufresne give the following continuation:

		6 P—B 6
7	P—Q 4 (best)	**7** P×P ch.
8	K×P	**8** Q—R 6 ch.
9	K—Kt sq.	**9** Kt—KR 3
10	Q—Q 3	**10** Q×Q
11	P×Q	**11** P—Q 3
12	B×Kt	**12** B×B
13	Kt×BP	**13** B—K 6 ch.
14	K—Kt 2	**14** R—B sq.
15	R—B sq.	**15** B×QP

Black having the advantage. See diagram No. 12.

THE MUZIO GAMBIT.

The Muzio, or, properly speaking, the Muzio-Cascio Gambit,—since, according to Salvio, Cascio was the originator of the attack,—was formerly considered to be irresistible, and is still thought invincible by certain ignorant authors of "Chess Primers." But modern analysis has

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shown it to be theoretically unsound, although it yields a very powerful attack, necessitating great care on the part of the defending player. We differ, however, with Mr. Cook when he asserts "that Zukertort's variation completely nullifies any remnant of attack remaining."

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB4	2 P×P
3 Kt—KB 3	3 P—KKt 4
4 B—B 4	4 P—Kt 5
5 Castles	5 P×Kt
6 Q×P	6 Q—B 3
7 P—K 5 (A)	7 Q×P
8 P—Q 3	8 B—R 3
9 B—Q 2	9 Kt—K 2
10 Kt—B 3	10 QKt—B 3
11 QR—K sq.	11 Q—KB 4
12 R—K 4	

White may also play here 12 Kt—Q 5 but Black will get the better game by 12 K—Q sq.; 13 B—QB 3, R—KB sq., best, etc.

	12 Kt—K 4
13 Q—K 2	13 P—Q 3, or
	14 Kt×B

and Black's game is to be preferred.

(A) Instead of pushing his Pawn to K 5 on his seventh move, White may play 7 P—Q 3,

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to which Black can reply with 7 B — B 4 check, with a winning game, in the opinion of Rosenthal.

GAME II.

In the previous game White played P—K 5 on his seventh move. He would do better to play 7 P—Q 3 as follows :

7 P—Q 3	**7** Kt—QB 3 (best) or (A)
8 Kt—B 3	**8** B—B 4 ch.
9 K—R sq.	**9** KKt—K 2 (best)
10 QB×P	**10** P—Q 3
11 Q—R 5	**11** Q—Kt 3

and Black has the better game.

VARIATION A.

7 B—R 3

This move is wrongly recommended by the German *Handbuch*, which ignores altogether the laborious researches of Rosenthal.

8 QB×P	**8** B×B
9 Q×B	**9** Q×Q
10 R×Q	**10** P—KB 3

If . . . . 10 P—Q 3; 11 R×P, 11 Kt—K 2; 12 Kt—QB 3, with the better game, as Black cannot advance the Pawn to Q 4 on account of Kt×P, etc.

11 Kt—QB 3	**11** P—Q 3
12 B×Kt	**12** R×B

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13 Kt—Q 5	**13** K—Q sq.
14 R×P	

followed by QR—KB sq., and White has the advantage. We extract the above valuable analysis by M. Rosenthal, the French champion, from *La Vie Moderne.*

To return, however, to the main variation, it is well to show the learner that after

7 P—Q 3	**7** Kt—QB 3 (best)

in the foregoing *main* variation White may play, in lieu of 8 Kt—B 3.

8 B×P

when the game may proceed :

	8 B—B 4 ch.
9 K—R sq.	**9** P—Q 3
10 Kt—QB 3	**10** B—QKt 3 (best)
11 Kt—Q 5	**11** Q—Kt 2
followed by	**12** B—K 3

and the game again is in Black's favor.

Mr. Taubenhaus, however, in *La Stratégie,* suggests for White in this variation 11 Q—Kt 3, instead of 11 Kt—Q 5, as winning for White, *e.g.:*

11 Q—Kt 3	**11** Q—Kt 3
12 B×QP	**12** Q×B

If 12 . . . . Q×Q ; 13 B×P ch., 13 K—Q sq.; 14 B×Q, and wins with three Pawns, including a passed Pawn for a minor piece.

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Or if .... 12 P×B; 13 B×P ch., 13 Q×B; 14 R×Q, 14 K×R; 15 R—B sq. ch., 15 Kt—B 3; 16 Q×P, 16 B—Q 5; 17 Kt—Q 5, and wins.

13 P—K 5	**13** Kt×P
14 QR—K sq.	**14** B—Q 5 or P—KB 3
15 Q—Kt 7, and wins.	

Ergo, 8 B×P is best for White, and unless some method of baffling the attack in this variation can be discovered, Rosenthal's defence cannot be deemed altogether satisfactory.

THE ALLGAIER GAMBIT.

Formerly deemed invincible by its inventor, Johann Allgaier, of Vienna, but now considered hazardous and unsound.

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 Kt—KB 3	**3** P—KKt 4
4 P—KR 4	**4** P—Kt 5
5 Kt—Kt 5	**5** P—KR 3 (best)
6 Kt×P	**6** K×Kt
7 B—B 4 ch.	**7** P—Q 4
8 B×P ch.	**8** K—Kt 2

If Black play .... 8 K — K sq.; 9 P — Q 4, 9 Kt—KB 3, best; 10 Kt—QB 3, 10 Kt—R4;

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11 Q—Q 3, 11 P—QB 3; 12 P—K 5, 12 P×B; 13 Q—Kt 6 ch., 13 K—K 2; 14 Q×Kt, 14 B—K 3, etc.

9 P—Q 4	**9** P—B 6
10 P×P	**10** B—K 2
11 Castles	**11** P—Kt 6 or P×P

with the better game.

GAME II.

Repeat the moves in the foregoing game up to White's ninth move, and instead of 9 P—Q 4 let White play:

9 B×QKtP	**9** B×B (best)
10 Q×P ch.	**10** K—B 2
11 Q—R 5 ch.	**11** K—Kt 2

and the game is drawn by perpetual check.

GAME III.

The Thorold Attack consists in White playing on his seventh move in Game I, instead of B—B 4 ch.

7 P—Q 4	**7** P—B 6
8 P—KKt 3	**8** P—Q 4
9 P—K 5	**9** B—K 3
10 B—KB 4	**10** Kt—QB 3, etc.

THE ALLGAIER-KIESERITZKI GAMBIT is an offshoot of the Allgaier Gambit proper, and consists in White playing the Knight to King's instead of to Knight's 5th on his fifth

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move, and takes its name from the fact that Kieseritzki, a celebrated Polish player, formerly favored this mode of attack. The variations in this beautiful opening are as inexhaustible and instructive as those of the famous "Evans" Gambit. The defence, however, should win with the best play; so that, like nearly all the other gambits, it is unsound.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB 4	2 P×P
3 Kt—KB 3	3 P—KKt 4
4 P—KR 4	4 P—Kt 5
5 Kt—K 5	

Black has no less than eight defences. We prefer:

5 B—Kt 2, or
5 Kt—KB 3

and take for choice the first.

	5 B—KKt 2
6 P—Q 4	6 Kt—KB 3
7 B—QB 4	7 P—Q 4
8 P×P	8 Castles
9 Castles	9 P—QB 4
10 P—B 3	10 P×P
11 P×P	11 Kt×P
12 B×Kt	12 Q×B
13 Kt—QB 3	13 Q—Q sq.

and Black has a very superior game.

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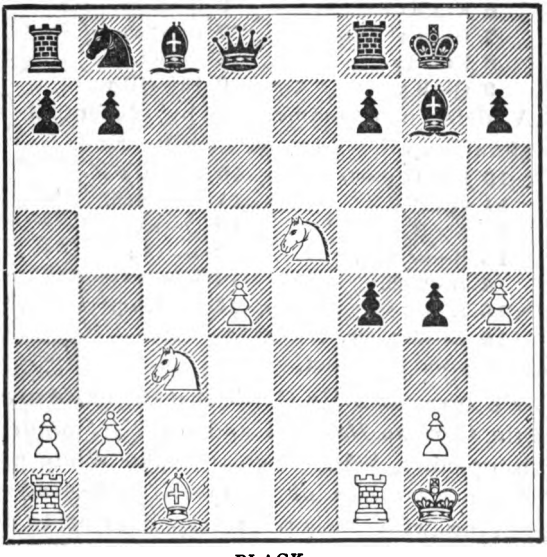
The limited scope of the present work precludes the possibility of giving an analysis of the other defences at the second player's disposal in this beautiful gambit; and for all practical purposes it will be sufficient for the learners to know ONE satisfactory defence.

DIAGRAM NO. 13.

WHITE.



BLACK.

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The preceding diagram shows the position of the forces after Black's 13th move above.

GAME II.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 Kt—KB 3	**3** P—KKt 4
4 P—KR 4	**4** P—Kt 5
5 Kt—K 5	**5** P—Q 3
6 Kt×Kt P	**6** B—K 2
7 P—Q 4	**7** B×P ch.
8 Kt—B 2	**8** Q—Kt 4
9 Q—B 3	**9** Kt—QB 3

A defence recommended by Rosenthal as preferable to the old move of 9 B—Kt 6.

10 P—Q 5 (best)	**10** Kt—K 4
11 Q×P	**11** B×Kt ch.
12 K×B	**12** Q—Kt 3
13 B—Kt 5 ch.	**13** B—Q 2
14 B×B ch.	**14** K×B
15 K—Kt sq.	**15** R—K sq.
16 Kt—B 3, etc.	

with a good prospect.

We agree with Mr. Gattie that the move given in the German *Handbuch* and Cook's *Synopsis* in this opening, both of which make White play the senseless *coup* of 13 Q—Kt 5, instead of checking with Bishop, is very inferior to the line of play above.

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GAME III.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB 4	2 P×P
3 Kt—KB 3	3 P—KKt 4
4 P—KR 4	4 P—Kt 5
5 Kt—K 5	5 P—Q 4
6 P—Q 4	6 P—B 6
7 Kt P×P	7 B—K 2
8 B—K 3	8 B×P ch,
9 K—Q 2	9 B—B 3

And Cook's *Synopsis* erroneously prefers White's game, although in the author's *Theory of the Chess Openings* (p. 238) he distinctly declared the game to be in Black's favor.

10 P—KB 4	10 P×P
11 Kt—QB 3	11 B×Kt
12 BP×B	12 P—KB 3

and Black has some advantage, in the opinion of Mr. Gattie, in which we cannot concur, though if Black, instead of P×KB 3 played B—B 4, we would much prefer his game.

Although we have great respect for Mr. Gattie, as an analyst, we differ with him *toto cœlo* in many of his criticisms of Mr. Cook's *Synopsis* in the *Chess Monthly*, believing Mr. Cook to be right in most of the variations he gives of this opening.

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HAMPE-ALLGAIER GAMBIT.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—QB 3	2 Kt—QB 3
3 P—KB 4	3 P×P
4 Kt—KB 3	4 P—KKt 4
5 P—KR 4 !	

The strongest mode of prosecuting the attack.

	5 P—Kt 5
6 Kt—KKt 5	6 P—KR 3
7 Kt×BP	7 K×Kt
8 P—Q 4	8 P—Q 3 (best)
9 B×BP	9 B—Kt 2
10 B—B 4 ch.	10 K—Kt 3
11 B—K 3	11 K—R 2 !
12 Q—Q 3, or	
12 Q—Q 2	

followed by castles (QR).

GAME II.

Variation on Black's 8th move.

	8 B—QKt 5
9 B×BP (best)	9 P—Q 4
10 B—K 2	10 Kt—KB 3 (best)
11 Castles	11 B×QKt
12 P×B	12 K—Kt 2
13 P—QB 4	13 Kt×KP
14 BP×P	14 Q×QP

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15 P—QB 4 **15** Q—KR 4 (best)
16 P—Q 5

and White has a winning game.

GAME III.

Another variation on Black's 8th move.

8 P—Q 4
9 P×P (best) **9** Q—K 2 ch. (best)

If . . . . 9 Q—K sq. ch.; 10 B—K 2, 10 P—B 6; 11 P×P, 11 P×P; 12 Castles, etc.

If . . . . 9 QKt—K 2; 10 B—QB 4, 10 K—Kt 2, best; 11 B×KBP, 11 Kt—KB 3; 12 B—K 5, 12 Kt—KKt 3; 13 P—R 5, with an irresistible attack.

10 K—B 2 **10** P—Kt 6 ch.
11 K—Kt sq. **11** Kt×QP

This ingenious continuation is given by Rosenthal.

12 Q×Kt **12** Q—QB 4
13 Kt—K 2 **13** B—Q 3 (best)

and Black should win, as he can now play Kt—B 3 with fatal effect.

GAME IV.

Another variation on Black's 8th move.

8 P—B 6
9 P×P **9** B—K 2

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10 B—K 3	**10** P—Q 3 (best)
11 B—B 4 ch.	**11** K—Kt 2
12 P—B 4	**12** Kt—KB 3
13 P—Q 5 (best)	**13** Kt—R 4
14 B—K 2	**14** P—QKt 3
15 P—R 5	

followed by 16 Q—Q 2 and Castles QR, with a very strong attack for White.

THE KING'S BISHOP'S GAMBIT,

styled by that enthusiastic analyst, Major Jeanisch, "an imperishable monument of human wisdom," has also been weighed in the balance by modern analysts and found wanting, although the *Schachzeitung* about ten years ago expressed the opinion that it afforded far more chances of winning to the first player than to his opponent

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 B—B 4	**3** P—Q 4 (best)
4 B×P	**4** Q—R 5 ch.
5 K—B sq.	**5** P—KKt 4
6 Kt—QB 3	**6** B—Kt 2
7 Kt—B 3	**7** Q—R 4
8 P—Q 4	**8** Kt—K 2

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9 P—KR 4 **9** P—KR 3
10 K—Kt sq.

If White play 10 P—K 5, Black answers with 10 Castles, with the better game.

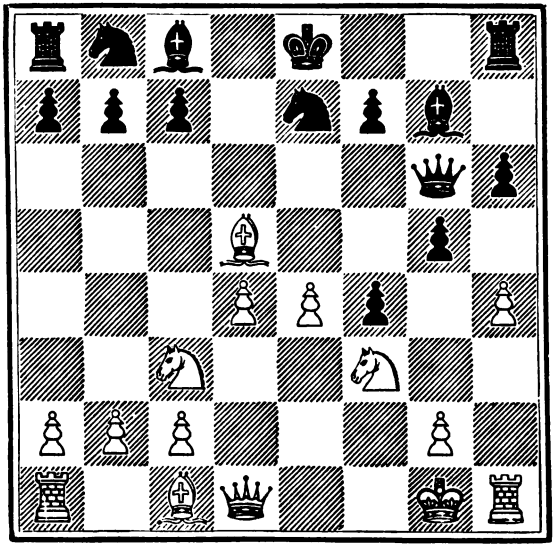
10 Q—Kt 3 (best)

and Black has the advantage.

DIAGRAM NO. 14.

POSITION AFTER BLACK'S TENTH MOVE.

BLACK.



WHITE

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GAME II.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB 4	2 P×P
3 B—B 4	3 Kt—KB 3 (?)
4 Kt—QB 3	4 Kt—B 3
5 Kt—B 3	5 B—Kt 5
6 Castles	6 P—Q 3
7 P—Q 4 (best)	

and White has a slight advantage.

THE BISHOP'S GAMBIT REFUSED.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—KB 4	2 B—B 4
3 Kt—KB 3	3 P—Q 3
4 P—B 3	4 B—KKt 5
5 B—QB 4 (best)	

If 5 B—K 2, 5 Kt—QB 3, etc.

	5 Kt—QB 3
6 P—QKt 4	6 B—Kt 3
7 P—QR 4	

If 7 P—Kt 5, 7 Kt—R 4, etc.

	7 P—QR 3

and the game is about equal, Black having slightly the better position.

GAME II.

WHITE.	BLACK.
1 P—K 4	1 P—K 4

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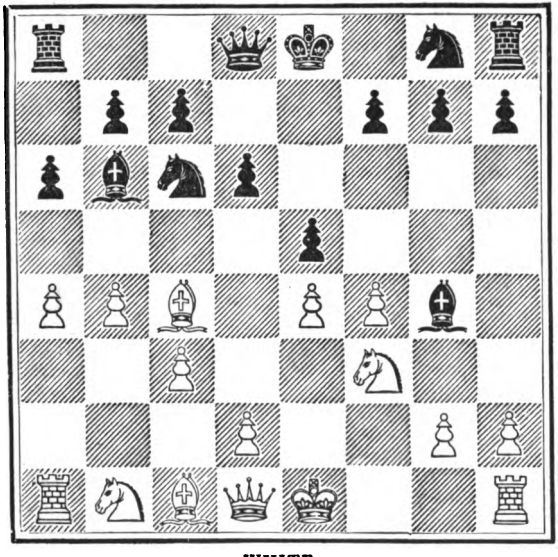
DIAGRAM NO. 15.

POSITION AFTER SEVENTH MOVE.

BLACK.



WHITE.

2 P—KB 4	**2** P—Q 4
3 P×QP	**3** P—K 5

Black can equalize by 3 P×BP. After 3 P—K 5, White has the choice of five modes of prosecuting the attack, viz.: P—Q 3, Q—K 2, Kt—QB 3, B—QB 4, and B—Kt 5 ch. Of these

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perhaps the first is the safest, as the other four all expose the first player to a more or less harassing counter attack.

4	P—Q 3	**4** Q×P

If . . . . 4 B—QB 4, 5 Q—K 2, etc.

5	Kt—QB 3	**5** B—QKt 5
6	Q—Q 2	**6** Q—K 3
7	P×P	**7** B×Kt
8	Q×B	**8** Q×P ch.
9	K—B 2	**9** Kt—KB 3
10	B—Q 3	**10** Q—QB 3
11	Q×Q	**11** Kt×Q
12	Kt—KB 3	

Even game.

THE VIENNA GAME.

GAME I.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—QB 3	**2** Kt—QB 3
3 Kt—KB 3	

If 3 P—KKt 3, 3 B—B 4: 4 B—Kt 2, 4 Kt—KB 3; 5 P—Q 3, 5 P—QR 3; 6 Kt—KB 3, 6 P—Q 3; 7 Castles, 7 P—KR 3, with a good game.

3 P—KKt 3

Here Black can resolve the opening into a "Four Knight's Game" by 3 Kt—KB 3.

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4 P—Q 4

White may also safely play here 4 B—QB 4.

	4 P×P
5 Kt×P	**5** B—Kt 2
6 B—K 3	**6** KKt—K 2
7 Q—Q 2	

He may also continue: 7 B—QB 4, 7 P—Q 3; 8 Castles, 8 Kt—K 4; 9 B—K 2, 9 P—KB 4; 10 B—KKt 5, etc.

7 Castles

If 7 P—Q 3; 8 Castles (QR), etc.

8 Castles (QR)	**8** P—Q 3
9 B—K 2	**9** B—K 3
10 P—KR 4, or	
10 P—KB 4	

with a fine position.

GAME II.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—QB 3	**2** Kt—KB 3
3 P—KB 4 (best)	**3** P—Q 4
4 P—Q 3	

If 4 KP×P, 4 Kt×P, equal game, or by playing . . . . 4 P—K 5, Black can turn the game into a Gambit Declined.

White will not gain any advantage by playing 4 BP×P instead of 4 P—Q 3, *e. g.:*

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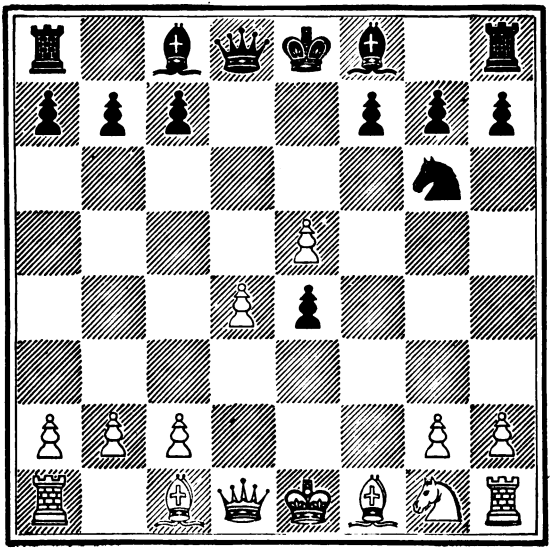
4 BP×P, 4 Kt×P; 5 Kt—KB 3, 5 B—QKt 5 or B—KKt 5, etc.

	4 Kt—QB 3
5 BP×P	**5** QKt×P
6 P—Q 4	**6** Kt—Kt 3
7 P—K 5	**7** Kt—K 5
8 Kt×Kt	**8** P×Kt

DIAGRAM NO. 16.

BLACK.



WHITE.

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and Rosenthal prefers the White. See Diagram No. 16.

GAME III.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—QB 3	2 B—B 4

This we think the safest defence.

3 P—KB 4	3 P—Q 3
4 Kt—KB 3	4 Kt—KB 3
5 B—QB 4	5 Kt—QB 3
6 P—Q 3	6 B—KKt 5

If . . . . 6 P—QR 3; 7 P—B 5, 7 P—KR 3; 8 P—KR 3, etc.

7 Kt—QR 4	7 B—Kt 3
8 Kt×B	8 RP×Kt
9 B—QKt 5	

with a good opening.

THE STEINITZ GAMBIT.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—QB 3	2 Kt—QB 3

This, in the opinion of most authorities, is Black's best defence. Gunsberg, however, favors 2 Kt—KB 3, which Rosenthal declares should result in a lost game. Black may also safely play 2 Kt—KB 3.

3 P—KB 4	3 P×P
4 P—Q 4	4 Q—R 5 ch.
5 K—K 2	5 P—Q 4

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6 P×P	**6** B—Kt 5 ch.
7 Kt—B 3	**7** Castles
8 P×Kt	**8** B—QB 4
9 P×P ch.	**9** K—Kt sq.
10 QKt—Kt 5	**10** Kt—B 3
11 K—Q 3 (best) or (A)	**11** Q—R 4
12 K—B 3	**12** B×P ch.
13 QKt×B	**13** Q—QB 4 ch.
14 K—Kt 3	**14** Q—Kt 3 ch.
15 B—Kt 5	**15** B×Kt
16 Q×B	**16** R×Kt
17 Q—B 6	**17** Q—R 4
18 P—B 3	**18** R—Q 3
19 Q—B 4	

and White must win.

If now, 19 R—Kt 3; 20 P—QR 4, 20 P—QR 3; 21 B×P, 21 R×P; 22 K—B 2, 22 P×B; 23 P×P, 23 Q×KtP; 24 B×P ch., and wins.

VARIATION A

11 P—B 3	**11** KR—K sq. ch.
12 K—Q 3	**12** B—B 4 ch.
13 K—B 4	**13** B—K 3 ch.
14 K×B	**14** P—QR 4
15 Kt×BP	**15** Q—R 4 ch.
16 Kt—K 5	**16** Kt—Q 2 ch. (best)
17 K—Kt 5	**17** Q×Q
18 B×P	**18** Q×R
19 K—R 6	**19** Kt×Kt
20 Kt×R	**20** P—B 3
21 P×Kt	**21** P—B 4

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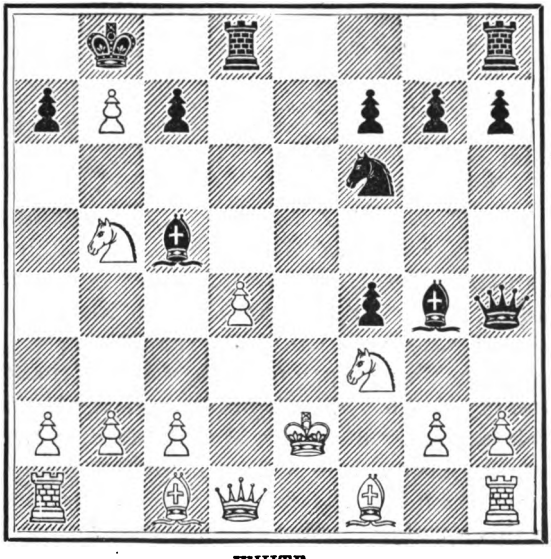
22 B—QKt 5	**22** Q×R
23 B×K 3	**23** R×Kt
24 B—B 5	**24** R—Q sq.
25 B—R 7 ch.	

Drawn game by perpetual check.

DIAGRAM NO. 17,

BLACK.



WHITE.

We extract the foregoing analysis from the *International Chess Magazine*, January, 1885, pp.

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19, 20. Diagram No. 17 shows the exceptionally interesting position after Black's 10th move in the above game.

GAME II.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—QB 3	**2** Kt—QB 3
3 P—B 4	**3** P×P
4 P—Q 4	**4** Q—R 5 ch.
5 K—K 2	**5** P—Q 4
6 P×P	**6** Q—K 2 ch.

In the preceding game Black checked at this point with the Bishop.

7 K—B 2	**7** Q—R 5 ch.

The *Illustrated London News* and *Illustrated Sporting and Dramatic News* declared the Steinitz Gambit to be demolished by Black's two last moves. The "Book of the London Tournament of 1883" also makes the same ridiculous blunder by expressing (on page 62) the opinion "that the Steinitz Gambit will not probably be again tried in important contests, or, at any rate, only by an inferior player, who will be contented with the draw which the second player can always force in this opening." *Risum teneatis amici!*

8 P—KKt 3	**8** P×P ch.
9 K—Kt 2	**9** B—Q 3
10 Q—K sq. ch.	**10** QKt—K 2

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If .... 10 Q—K 2; 11 B—KKt 5, 11 P—B 3; 12 P×Kt, 12 P×B; 13 B—QKt 5, 13 P—QKt 3; 14 Kt—Q 5, 14 Q×Q; 15 R×Q ch., 15 K—B sq. best; 16 P×P, etc.

11 P×P	**11** Q×QP
12 Kt—KB 3 (best)	**12** Q—Kt 3
13 B—K 3	**13** Q×P
14 B—Q 3	**14** B—QKt 5
15 B—Q 4	**15** P—KB 3
16 R—QKt sq.	**16** B×Kt
17 B×B	**17** Q×QRP
18 R—Kt 5	**18** P—QKt 3, or (A)
19 Q—K 2 (best)	**19** Q—R 3

If .... 19 Q—R 6 or Q—R 5; 20 B—Kt 4 etc.

20 KR—QR sq.	**20** Q—Kt 2
21 P—Q 6 (best)	**21** P×P

If .... 21 B—Kt 5; 22 B—K 4, etc.

22 B—K 4	**22** Q—Kt sq.
23 B×R	**23** Q×B
24 R×QKt P	

and White wins.

VARIATION A.

	18 Q—R 3
19 Q—K 2	**19** B—KKt 5
20 R—QR sq.	**20** Q—Q 3 (best)
21 B—Kt 4	**21** B×Kt ch.
22 Q×B	**22** Q—K 4 or Q 2
23 R—K sq., or	
23 R×Kt P	

and again White must win.

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An elaborate analysis of this opening by tne author was published in 1884 in the *Nuova Rivista Degli Scacchi*, which was subsequently referred to as satisfactory in a long analysis of the Steinitz Gambit by Herr Csank, of Vienna, published in the *Chess Monthly (vide* also *Columbia Chess Chronicle,* September 15, 1888).

GAME III.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—QB 3	2 Kt—QB 3
3 P—B 4	3 P×P
4 P—Q 4	4 Q—R 5 ch.
5 K—K 2	5 P—Q 4
6 P×P	6 Q—K 2 ch.
7 K—B 2	7 Q—R 5 ch.
8 P—KKt 3	8 P×P ch.
9 K—Kt 2	9 Kt×P

See Diagram No. 18.

In the game previously examined Black played 9 B—Q 3 at this point.

10 P×P	10 Q—Kt 5
11 Q—K sq. ch.	11 K—Q sq.

Zukertort played, in his great match with Steinitz, B—K 2 here, but speedily got into difficulties.

12 B—Q 3	12 P—KKt 4
13 Kt—K 4 (best)	13 P—KB 3 (best)

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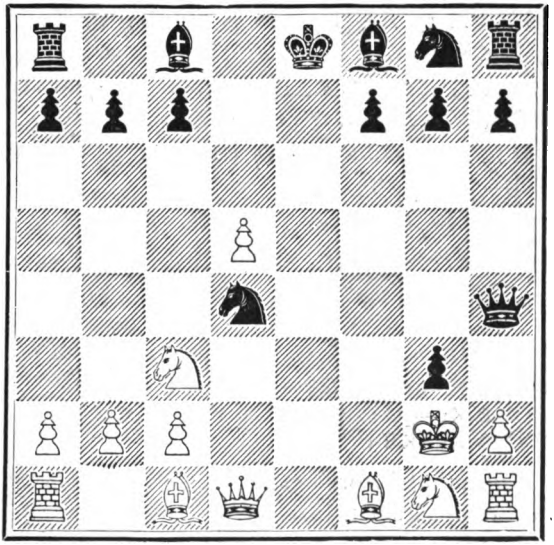
DIAGRAM NO. 18.

POSITION AFTER BLACK'S NINTH MOVE.

BLACK.



WHITE.

If .... 13 B—K 2 ; 14 Q—B 3, etc.; or if .... 13 P—KR 3 ; 14 B×P ch., etc.

14 Q—B 3 (best)	**14** Kt—B 4
15 B×P	**15** P×B
16 Q×R	

and White wins.

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If, at move 15, Black play B—K 2; 16 B—KB 4, etc., or if B—Kt 2, the same rejoinder is conclusive.

If .... 15 B—Q 3; 16 B×P ch., 16 Kt×B; 17 Q×Kt ch., 17 K—Q 2; 18 Q×R, winning.

If .... 16 K—Q 2; 17 B—Kt 5 ch., 17 P—B 3; 18 P×P ch., again winning easily.

If .... 16 K—K sq.; 17 Kt×B ch., 17 P×Kt; 18 B—QKt 5 ch., etc.

THE SICILIAN.

GAME I.

WHITE.	BLACK.
1 P—K 4	1 P—QB 4
2 Kt—QB 3	2 Kt—QB 3
3 Kt—KB 3	

Rosenthal favors here 3 P—KKt 3 for White; but we consider it inferior.

	3 P—K 3
4 P—Q 4	4 P×P
5 Kt×P	5 B—QKt 5, or see Game II.
6 Kt×Kt	6 B×Kt ch.
7 P×B	7 Kt P×Kt
8 Q—Q 4	

with a good game.

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GAME II.

WHITE.	BLACK.
1 P—K 4	1 P—QB4
2 Kt—QB 3	2 P—K 3
3 Kt—B 3	3 Kt—QB3
4 P—Q 4	4 P×P
5 Kt×P	5 P—QR 3
6 B—K 2 (best)	6 Kt—B 3
7 Kt×Kt	7 KtP×Kt
8 P—K 5	8 Kt—Q 4
9 Kt—K 4	9 P—KB4

Equal game.

Mr. Cook now says it is doubtful whether 10 B—R 5 ch. or Kt—Q 6 ch. is the better continuation for White.

THE FRENCH DEFENCE.

This has long been considered the safest to 1 P—K 4, and is a great favorite of Blackburne. Steinitz, however, has discovered a means of demolishing it, although it has baffled the analysts for the past forty years.

WHITE.	BLACK.
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—QB 3	3 Kt—KB 3
4 P—K 5	4 KKt—Q 2
5 P—B 4	5 P—QB4

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6 P×P	**6** B×P
7 Q—Kt 4 (best)	

Steinitz thinks that this move will cause the dull French Defence, which has defied the researches of analysts for over forty years, to be abandoned.

	7 Castles or (A)
8 Kt—B 3	**8** P—KB 4 (best)

If . . . . 8 Q—K 2; 9 B—Q 3, 9 P—B 4 (if . . . . 9 P—B 3; 10 Q—R 4, 10 P—KKt 3; 11 P×P, 11 Kt×P; 12 B—Q 2, followed by Castles (QR), with a fine game); 10 Q—R 3, 10 QKt—B3, and White has the superior position.

9 Q—R 3

followed by 10 P—KKt 4, with a strong attack. Steinitz prefers 9 P×P *en passant* and 10 Q—K 2.

VARIATION A.

	7 P—KKt 3
8 Kt—B 3	

followed by P—KR 4, with a strong position.

THE FIANCHETTO.

WHITE.	BLACK.
1 P—K 4	**1** P—QKt 3
2 P—Q 4	**2** P—K 3 (best)

If . . . . 2 B—Kt 2; 3 P—Q 5, or 3 P—KB 3

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or 3 B — Q 3, and White has the preferable position.

3 B—Q 3	**3** B—Kt 2
4 Kt—QB 3	**4** Kt—KB 3
5 Kt—B 3	**5** P—B 4

Equal game.

Mr. Cook gives:

4 Kt—K 2	**4** Kt—KB 3
5 Kt—Kt 3	**5** P—B 4
6 P×P	**6** KB×P
7 Kt—B 3	**7** Kt—B 3
8 B—KB 4	**8** P—Q 4 (best)

Even game.

THE CENTRE COUNTER GAMBIT.

WHITE.	BLACK.
1 P—K 4	**1** P—Q 4

We consider this defence somewhat unsatisfactory.

2 P×P	**2** Q×P
3 Kt—QB 3	**3** Q—Q sq.

3 Q—QR 4 yields White the better development.

4 P—Q 4	**4** Kt—KB 3
5 B—Q 3	**5** Kt—QB 3
6 B—K 3	**6** P—K 4

If .... 6 P—K 3; 7 Kt—B 3, 7 B—Q 3; 8 Castles, 8 Castles; 9 Q—K 2, etc.

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7 Q—K 2

and the game is about equal, White for choice.

White may likewise, on his 7th move, play P×P, *e. g.:*

7 P×P, 7 Kt×P; 8 B—Kt 5 ch., 8 B—Q 2; 9 Q—K 2, 9 B—Q 3; 10 P—KB 4, etc.

THE QUEEN'S GAMBIT.

WHITE.	BLACK.
1 P—Q 4	1 P—Q 4
2 P—QB 4	2 P×P
3 Kt—KB 3 (best)	3 P—K 3
4 P—K 3	4 Kt—KB 3
5 B×P	5 B—K 2
6 Kt—B 3	6 Castles
7 Castles	7 QKt—Q 2
8 P—K 4	

and we slightly prefer the White.

THE QUEEN'S BISHOP'S PAWN'S OPENING.

WHITE.	BLACK.
1 P—QB 4	

This is one of the safest and best of close openings. Black has two feasible replies, viz.: 1 P—QB 4 and 1 P—K 3; of these we prefer the first.

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FIRST DEFENCE.

	1 P—QB4
2 P—K4	

If 2 Kt—QB3, 2 Kt—QB3; 3 P—K4, 3 P—K4; 4 P—Q3, 4 PQ3; 5 P—K—B4, 5 P—KB4; 6 Kt—B3, 6 Kt—B3, even game.

Again, if 2 P—KB4, 2 P—KB4; 3 QKt—B3, 3 Kt—KB3; 4 P—Q3, 4 P—Q3; 5 P—K4, 5 Kt—B3, even game.

	2 P—K4
3 P—Q3	**3** P—Q3
4 P—KB4	**4** Kt—KB3
5 K—B3	**5** Kt—QB3

Even game.

SECOND DEFENCE.

	1 P—K3
2 P—K4	**2** P—QB3
3 P—Q4	**3** P—Q4

Even game.

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ILLUSTRATIVE GAMES.

GAME I.

	WHITE. Schallopp.	BLACK. Pollock.
1	P—K 4	P—K 4
2	P—Q 4	P×P
3	Q×P	Kt—QB 3
4	Q—K 3	Kt—B 3
5	B—K 2	P—Q 3
6	B—Q 2	B—K 2 (weak)
7	Kt—QB 3	Castles
8	Castles (QR)	B—K 3
9	Q—Kt 3	Kt—K sq.
10	P—B 4	P—B 4

Steinitz says B—R 5 would have been better here.

11	P×P	B×P
12	Kt—Q 5	B—R 5
13	Q—QKt 3	Kt—Q 5
14	Q×P	B—K 5
15	B—QB 3	R—Kt sq.
16	Kt—K 7 ch.	Q×Kt
17	Q×R	Kt×B ch.

Steinitz prefers 17 B×KtP here.

18	Kt×Kt	B×KtP
19	KR—Kt sq.	Q×Kt

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20 R—Q 2	**20** Q—K 6
21 R×B	**21** B—K 8
22 Q—Kt 3 ch.	**22** R—B 2

If the Black King moved here, White wins the Queen by B×P ch.

23 R—K 2	**23** B×R ch.
24 K—Q sq.	**24** Q—Kt 8 ch.
25 K×B	**25** K—B sq.
26 Q—K 6	

and Black resigned.

The above game was played in the Hereford Tourney.

GAME II.

(From the "Book of the Adelaide Jubilee Intercolonial Chess Congress, 1887.")

WHITE.	BLACK.
Esling.	Charlick.
1 P—K 4	**1** P—K 4
2 P—Q 4	**2** P×P
3 Q×P	**3** Kt—QB 3
4 Q—K 3	**4** P—KKt 3
5 B—Q 2	**5** B—Kt 2
6 Kt—QB 3	**6** P—Q 3
7 P—KB 4	**7** KKt—K 2
8 Kt—KB 3	**8** Castles
9 Castles	**9** R—K sq.
10 Q—B 2	**10** B—K 3
11 P—QR 3	**11** P—QR 3
12 P—KR 4	**12** P—KR 4

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13 Kt—KKt 5	**13** Q—QB sq.
14 B—Q 3	**14** P—QKt 4
15 QR—KB sq.	**15** P—KB 4

The *Australasian* prefers 15 P—Kt 5.

16 P—KKt 4

The initial step in a fine deep combination. White took twenty minutes over this move.

16 BP×KtP

The best move. Taking with RP or capturing KP would give White a still stronger game.

17 P—B 5	**17** B—Q 5
18 B—K 3	**18** B×B ch.
19 Q×B	**19** P×P
20 Kt×B	**20** Q×Kt
21 Q—Kt 5 ch.	**21** Q—Kt 3
22 P×P	**22** Q×Q ch.
23 P×Q	**23** P—Kt 6
24 R×RP	**24** Kt—K 4
25 B—K 4	**25** QR—Q sq.
26 QR—KR sq.	**26** K—B sq.
27 Kt—Q 5	**27** Kt—Kt sq.
28 R—KR 8	

Here White should have played Kt—KB 4. If Black reply with R—Q 2, White will win by B—QB 6, because Black dare not take Bishop with Knight on account of the menaced mate.

	28 Kt—B 2
29 R×Kt ch.	**29** K×R
30 Kt—B 6 ch.	**30** K—B sq.

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31 P—Kt 6	**31** Kt—Kt 4
32 Kt×R	**32** Kt×B
33 P—Kt 7 ch.	

Here the simple continuation of R—R 8 ch., advancing the Knight Pawn next move, would have won directly.

	33 K—B 2
34 R—R 8	**34** R×Kt
35 R×R	**35** Kt—B 3 (best)

The saving clause which enables Black to draw.

36 P queens ch.	**36** Kt×Q
37 R—K 3	**37** Kt—K 2
38 R×P	**38** Kt×P
39 R—Kt sq.	**39** K—K 3
40 R—Kt 8	**40** P—R 4
41 P—Kt 3	**41** P—Kt 5
42 P—R 4	**42** Kt—K 2
43 R—K 8	**43** K—Q 2
44 R—QR 8	**44** Kt—QB 3
45 K—Q 2	**45** P—Q 4
46 K—Q 3	**46** K—Q 3

Drawn game.

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(From the German *Handbuch* and the *Lehrbuch des Schachspiels.*)

GAME III.

WHITE.	BLACK.
Gossip.	Bird.
1 P—K 4	1 P—K 4
2 P—KB 4	2 P×P
3 Kt—KB 3	3 B—K 2
4 B—B 4	4 P—Q 4

The *Lehrbuch des Schachspiels* rightly prefers 4 B—R 5 ch. for Black.

5 B×P	5 Kt—KB 3
6 P—Q 4	6 Kt×B
7 P×Kt	7 B—R 5 ch.
8 K—B sq.	8 B—KKt 5
9 P—B 4	9 Castles
10 B×P	10 P—QB 3
11 Kt—QB 3 (best)	11 Kt—Q 2
12 Q—Q 2	12 P—KB 4
13 P—QKt 3	13 B—B 3
14 QR—K sq.	14 Kt—Kt 3
15 Kt—Kt 5	

Well played! The Knight threatens now Kt—K 6.

	15 B×Kt
16 B×B	16 Q—B sq.
17 B—K 7	17 R—B 2
18 P—KR 3	18 B—R 4
19 Q—Kt 5	19 B—Kt 3

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20 P—Q 6	**20** P—B 5
21 K—B 2	**21** Q—Q 2
22 Kt—K 4	**22** B×Kt
23 R×B	**23** QR—K sq.
24 KR—K sq.	**24** Kt—B sq.
25 P—B 5	**25** P—KR 3
26 Q—KR 4	**26** Kt×B
27 R×Kt	**27** R fr. B 2×R
28 R×R	**28** R×R
29 Q×R	**29** Q×Q
30 P×Q	**30** K—B 2

Although Black regains his Pawn, he must lose in the end game, as will soon be apparent.

31 P—K 8 queens ch.

White could also have played K—B 3 here.

	31 K×Q
32 K—Q 3	**32** P—KKt 4
33 K--Kt 4	**33** K—B 2
34 K—B 5	

White now gains the opposition.

	34 K—Kt 2

If 34 P—QR 4, 35 P—QR 4; and if 34 P—QR 3, 35 P—QKt 4, and wins.

35 K—K 5	**35** K—B 2
36 P—QKt 4	**36** P—QR 3
37 P—QR 3	**37** K—K 2
38 P—QR 4	**38** K—B 2
39 P—Q 5	**39** P×P
40 P—Kt 5	**40** P—Q 5

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41 K×P	**41** K—K 2
42 K—K 5	**42** K—Q 2
43 K—Q 5	**43** P—KR 4
44 K—K 4	**44** K—K 3

45 P—B 6, and wins.

The notes are from Dufresne's *Lehrbuch des Schachspiels.*

GAME IV.

Another game between the same opponents.

(From the *Illustrated London News.*)

WHITE.	BLACK.
Gossip.	Bird.
1 P—K 4	**1** P—K 4
2 P—KB 4	**2** P×P
3 Kt—KB 3	**3** B—K 2
4 B—B 4	**4** B—R 5 ch.

Here the brilliant veteran plays the best move, but is no more successful than in the preceding game.

5 K—B sq.	**5** P—Q 4
6 B×P	**6** Kt—KB 3
7 Kt—QB 3	**7** Kt×B
8 Kt×Kt	**8** Castles
9 Kt×doubled P	**9** P—KB 4
10 P—K 5	**10** Kt—QB 3
11 P—Q 4	**11** P—KKt 4
12 Kt—KR 5	**12** P—Kt 5
13 Kt×B	**13** Q×Kt

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14 Kt—B 6 ch.	**14** K—R sq.
15 B—KB 4	**15** B—K 3
16 Q—Q 2	**16** P—Kt 6

Black, remarked the late Mr. Staunton, has a bad game now, which no skill can retrieve.

17 P—QB 3	**17** R×Kt
18 B—KKt 5	**18** B—QB 5 ch.
19 K—Kt sq.	**19** P×P ch.
20 R×P	**20** Q×R ch.
21 K×Q	**21** R—KKt 3
22 B—B 6 ch.	**22** K—Kt sq.
23 P—QKt 3	**23** B—Q 4
24 QR—KKt sq.	**24** K—B 2
25 P—KKt 4	**25** QR—KKt sq.
26 P—KKt 5	**26** P—KR 3
27 Q—KB 4	**27** B—K 5
28 P—QKt 4	**28** Kt—K 2
29 P—K 6 ch.	**29** K—K sq.
30 Q×QBP	

and Black resigned.

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END GAMES.

The most critical and difficult stage of the game of Chess is when the combatants are bracing themselves for the conclusive struggle. The very finest players not unfrequently lose their way and fail to see the road to victory. Separate treatises like those of Horwitz and Kling and Horwitz have been devoted exclusively to this interesting branch of Chess study; and as, in an elementary work like the present, it would be obviously out of place to lead the beginner into this endless labyrinth, he must be content with a few of the most simple endings including the difficult checkmate given by Bishop and Knight.

KING AND PAWN AGAINST KING.

If in the subjoined position Black has to move, he must lose; for if he play K—K sq., White

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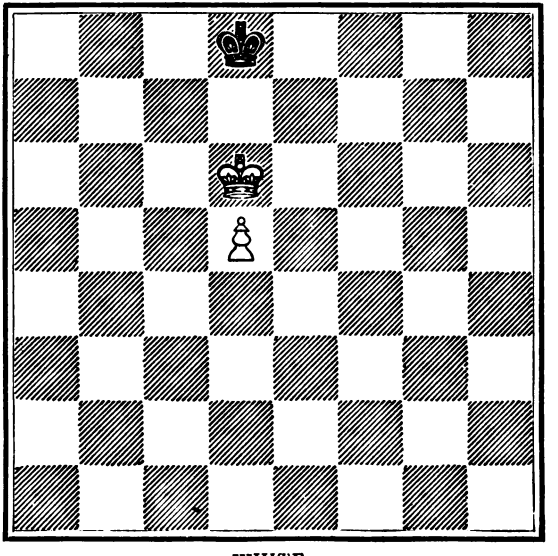
moves his King to QB 7th, and if he move K—QB sq., White plays K—K 7, winning easily in either case, as the march of the White Pawn to Queen cannot be arrested.

DIAGRAM NO. 19.

BLACK.



WHITE.

Again, in this position, if White has to play, White must win, *e. g.*

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1 K—K 6	**1** K—K sq.
2 P—Q 6	**2** K—Q sq.
3 P—Q 7	**3** K—B 2

4 K—K 7, and wins.

But if the White King stood at Q 5, the White Pawn at Q 4, and the Black King at Q 2, and White has to play, the game is drawn, *e. g.*

1 K—K 5 **1** K—K 2

taking the opposition.

2 P—Q 5	**2** K—Q 2
3 P—Q 6	**3** K—Q sq.
4 K—K 6	**4** K—K sq.
5 P—Q 7	**5** K—Q sq.

6 K—Q 6 stalemate.

BISHOP AND PAWN AGAINST BISHOP AND PAWN.

White to move and mates in seven moves.

In positions of this description, when the opposing Bishops are on squares of different colors, the game is usually drawn. In the above instructive position, however, White, having to play, can force checkmate in seven moves as follows :

WHITE.	BLACK.
1 P—Kt 4 ch.	**1** K—R 3
2 K—B 6 (best)	**2** K—R 2 (best)

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DIAGRAM NO. 20.

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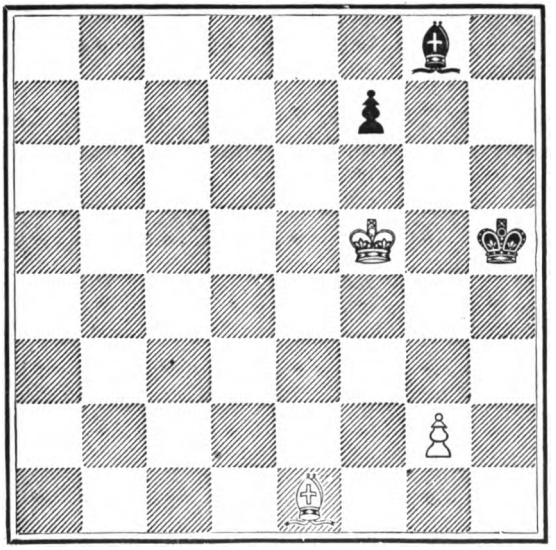

WHITE.

If . . . . 2 B—R 2 ; 3 B—Q 2 mate.

3 P—Kt 5 **3** K—R sq. (forced)
4 B—B 3 **4** K—R 2 (best)

If . . . . 4 B moves ; 5 K × P dis. ch. mate.

5 B—QR sq.

This is what is called a *coup de repos, i. e.*, losing

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a move in order to force the opponent to play disadvantageously.

	5 K—R sq. (only move)
6 P—Kt 6	**6** P×P or
	6 B—R 2

7 K×P, discovering checkmate.

Many good players might, without careful examination, give up the game as drawn in the above position.

KING AND FOUR PAWNS AGAINST KING AND FOUR PAWNS.

1 P—K 4	**1** K—Q 2
2 P—QB 4	**2** P×P en pass. or (A)
3 P×P	**3** K—B 2
4 P—R 3	**4** K—Q 2
5 P—K 5	**5** P×P
6 K×P	**6** K—QB 3
7 P—B 4	**7** K—B 2
8 K—Q 5	**8** K—Kt 3

9 K—Q 6, and wins.

See Diagram No. 21 on next page.

(A)

	2 K—B 2
3 P—K 5	**3** P×P
4 K×P	**4** K—B 3
5 K—K 6	**5** K—B 2
6 K—Q 5	**6** K—Kt 3

7 K—Q 6, and wins.

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DIAGRAM NO. 21.

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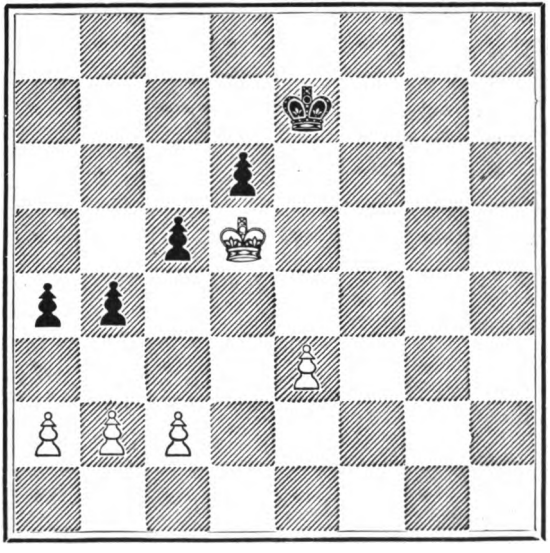

WHITE.

White wins with or without the move.

And suppose now Black to have the move:

	1 K—Q 2
2 P—K 4	**2** K—K 2 or (B)
3 P—K 5	**3** P×P
4 K×P at K 4	**4** K—Q 2
5 K—Q 5, and wins.	

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(B)

	2 P—R 6
3 P×P	**3** P×P
4 P—B 4	**4** K—B 2
5 P—K 5	**5** P×P
6 K×P	**6** K—Kt 3

If . . . . 6 K—B 3; 7 K—K 6, and wins.

7 K—Q 6	**7** K—R 4

8 K×P, and wins.

TWO UNITED PAWNS AGAINST ROOK.

Two passed united Pawns on the sixth row will always win against a Rook, unless the opposing King is near enough to assist the Rook in capturing them. In the above position White, having to play, must win, *e. g.:*

1 P—K 7	**1** K—B 2 or (A)
2 P—B 7	**2** K—Q 2

If . . . . 2 R—R 4 ch.; 3 K—Kt 6, 3 R—R 3 ch.; 4 K—Kt 7, and wins.

3 P—B 8 queens, and wins.

Many fairly good players ignore that two united Pawns on a sixth file should usually win against a Rook.

(A)

	1 R—R 4 ch.
2 K—Kt 6	**2** K—B 2

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DIAGRAM NO. 22.

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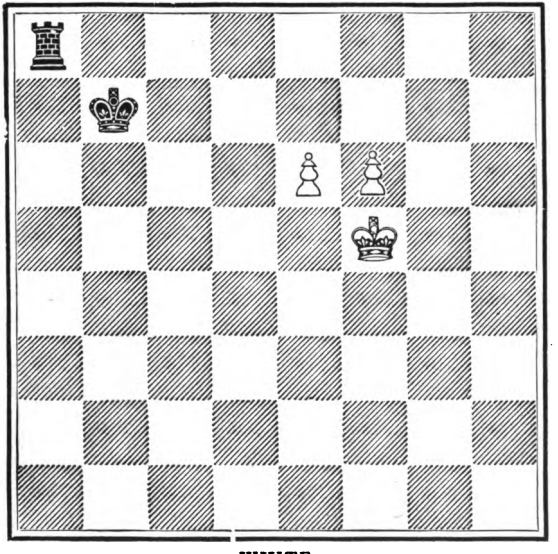

WHITE.

White to move and win.

3 P—B 7 **3** R—QR sq.
4 P—K 7, and wins.

There are of course other variations; but it will readily be seen that White can always win in all of them.

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KING AND FOUR PAWNS AGAINST KING AND SIX PAWNS.

DIAGRAM NO. 23.

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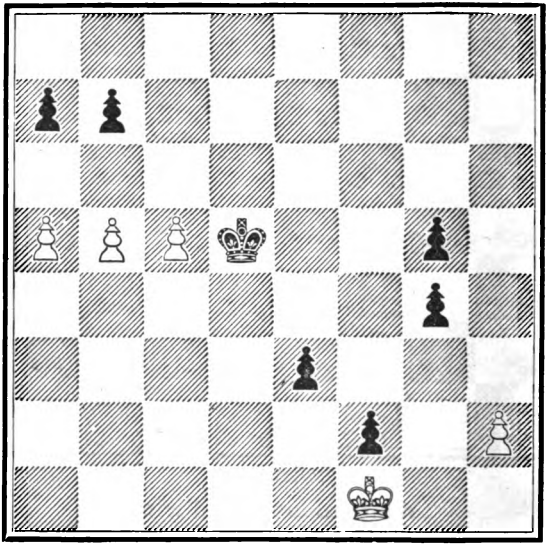

WHITE.

White to move and draw.

1 P—B6 **1** K—Q3

If Black takes the Pawn, White wins at once by **2** P—Kt 6, as the Rook's Pawn goes to queen.

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2 P×P **2** K—B2
3 P—R 6

and the game is drawn.

FIVE PAWNS AGAINST THREE PAWNS.

(From Sarratt.)

DIAGRAM NO. 24.

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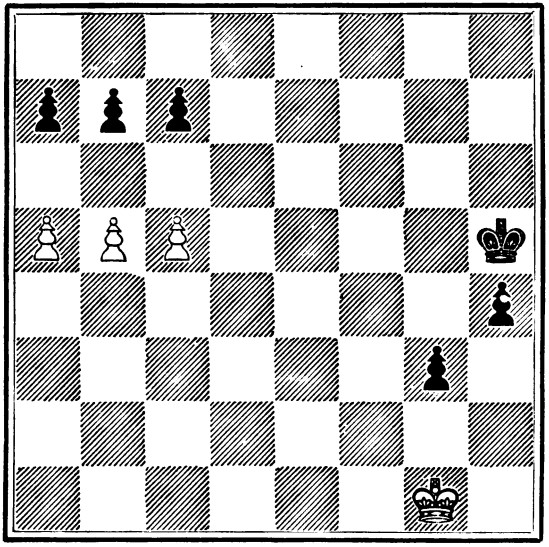

WHITE.

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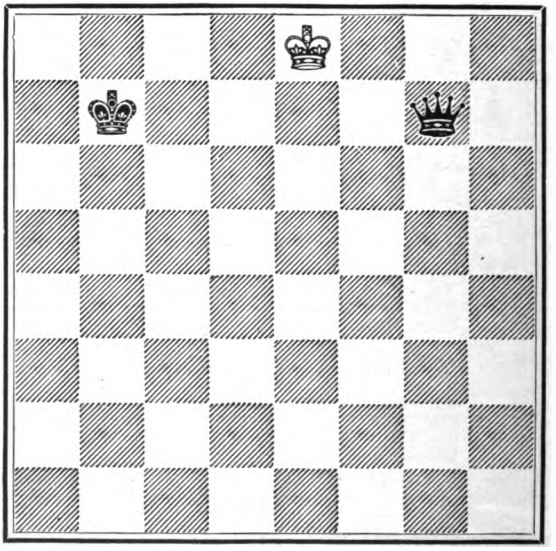
In this highly-instructive position White, if he has the move, wins, *e. g.:*

1 P—Kt 6	**1** RP×P
2 P—B 6	**2** KtP×P
3 P—R 6, and wins.	

KING AND QUEEN AGAINST KING.

DIAGRAM NO. 25.

BLACK.



WHITE.

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Nothing is easier than to checkmate in the above position. Suppose Black was to play

1 K—QB 3

If he had moved K—QB 2 instead, the game would have been drawn, as White would have been stalemated.

2 K—Q 8 (only move) **2** Q—KB sq. or Q 2 ch mate.

KING, BISHOP AND KNIGHT AGAINST KING.

This is a much more difficult checkmate than any of the preceding ones, and should you be left with such a force at the termination of the game, you would probably find it quite impossible to win within the stipulated number of moves. This position merits a close examination, and you will see that in this case the King must not only be driven into a corner of the board, but into one of them commanded by your Bishop. You will observe in this position (see Diagram No. 26) that the Black King is in the most unfavorable situation for you, since he occupies a corner square not commanded by your Bishop.

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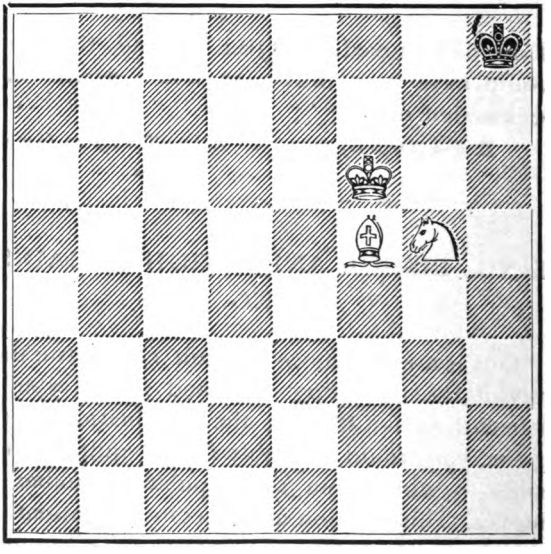
DIAGRAM NO. 26.

BLACK.



WHITE.

WHITE.	BLACK.
1 Kt—KB 7 ch.	**1** K—Kt sq.
2 B—K 4	**2** K—B sq.
3 B—KR 7	**3** K—K sq.
4 Kt—K 5	**4** K—KB sq. or (A)
5 Kt—Q 7 ch.	**5** K—K sq.

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6 K—K 6	**6** K—Q sq.
7 K—Q 6	**7** K—K sq. (best)
8 B—KKt 6 ch.	**8** K—Q sq.
9 Kt—QB 5	**9** K—QB sq.
10 KB—KB 7	**10** K—Q sq.
11 Kt—QKt 7 ch.	**11** K—QB sq.
12 K—QB 6	**12** K—QKt sq.
13 K—QKt 6	**13** K—QB sq.
14 B—K 6 ch.	**14** K—QKt sq.
15 Kt—QB 5	**15** K—QR sq.
16 B—Q 7	**16** K—QKt sq.
17 Kt—QR 6 ch.	**17** K—QR sq.
18 B—QB 6 checkmate.	

(A)

	4 K—Q sq.
5 K—K 6	**5** K—QB 2
6 Kt—Q 7	**6** K—QB 3

(This is his best move to avoid the corner square; if instead of this he play 6 K—QKt 2, your best move is 7 B—Q 3, and if he then play 7 K—QB 3, you can move 8 B—QB 4, and after his next move, 9 B—QKt 5.)

7 B—Q 3	**7** K—QB 2 (best)
8 B—QKt 5	**8** K—Q sq.
9 Kt—K 5	**9** K—B 2
10 Kt—QB 4	**10** K—Q sq.
11 K—Q 6	**11** K—QB sq.
12 Kt—QR 5	**12** K—Q sq.
13 Kt—QKt 7 ch.	**13** K—QB sq.
14 K—QB 6	**14** K—Kt sq.

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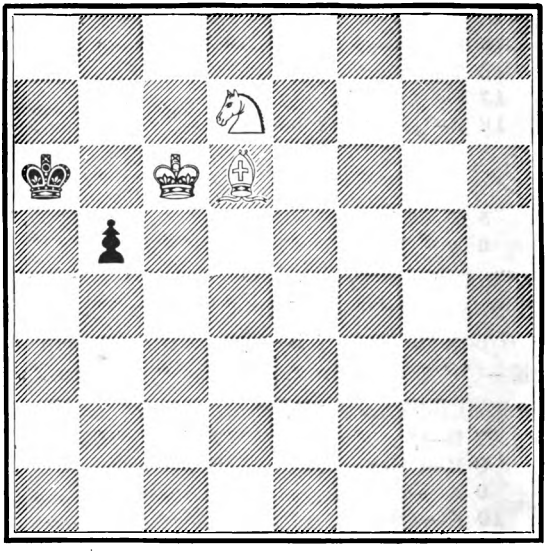
15	Kt—Q 6	**15**	K—R 2
16	K—QB 7	**16**	K—R sq.
17	B—QB 4	**17**	K—R 2
18	Kt—QB 8 ch.	**18**	K—R sq.
19	B—Q 5 checkmate.		

DIAGRAM NO. 27.

BLACK.



WHITE.

It not unfrequently happens, however, that when an opponent has a Pawn besides the King,

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checkmate can be given without the necessity of driving him to the corner commanded by your Bishop, because you do not then incur the risk of stalemating him. The following position from the *Palamède* illustrates this. See Diagram No. 27.

White to move and mate in six moves.

WHITE.	BLACK.
1 B—QKt 4	**1** K—QR 2
2 B—QB 5 ch.	**2** K—R sq. (best)
3 K—QKt 6	**3** P—QKt 5
4 K—QR 6	**4** P—QKt 6
5 B—Q 6	**5** P—QKt 7
6 Kt mates.	

The following instructive ending occurred in a game between the Rev. T. C. Sanders (White) and the author (Black), published in the London *Field* of May 3d, 1879. It was Black's turn to play on his 47th move, and the game proceeded as follows:

WHITE.	BLACK.
	47 Q×B

Herr Steinitz, in his Notes to this game, says: "This beautiful sacrifice alone would render this game for ever worthy of preservation!"

48 Q×Q	**48** P—QKt 7
49 Q—KR 8 ch.	**49** K—Kt 2

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DIAGRAM NO. 28.

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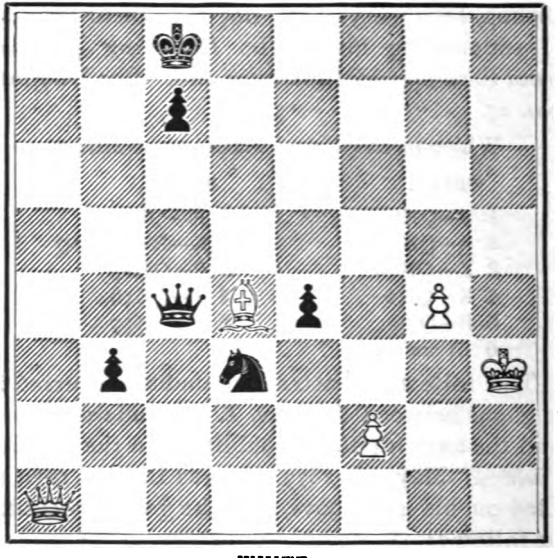

WHITE.

50 Q×P (forced)	**50** Kt×Q
51 P—KKt 5	**51** Kt—Q 6
52 K—Kt 4	**52** Kt×P ch.

and White resigned.

The learner may be told that if White now played

53 K—B 4	**53** Kt—R 6 ch., wins

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Or if

53 K—Kt 3, or
53 K—R 4, or
53 K—B 5

} **53** P—K 6, again wins.

The following brilliant end game occurred in a game between Messrs. Gunsberg and Schallopp. It obtained the Brilliancy prize in a public Tournament.

(See Diagram No. 29 on next page.)

The game was continued as follows:

WHITE.	BLACK.
14 B—B 2	

Here B—Q sq. would have been better.

	14 P—K 5 (best)
15 B×Kt	**15** P×Kt
16 B—K 5 ch.	**16** Kt×B
17 Q×Kt ch.	**17** B—Q 3

and Black then won most brilliantly by

18 Q—K 4	**18** KR—K sq.
19 Q—R 4	**19** P×P

Let the student notice the beautiful offer of two Queens here! If . . . Q×Q, White is mated in three moves.

20 R—B sq.	**20** Q—Kt 3
21 P—Q 4	

If K×P, B—B 6 ch. wins.

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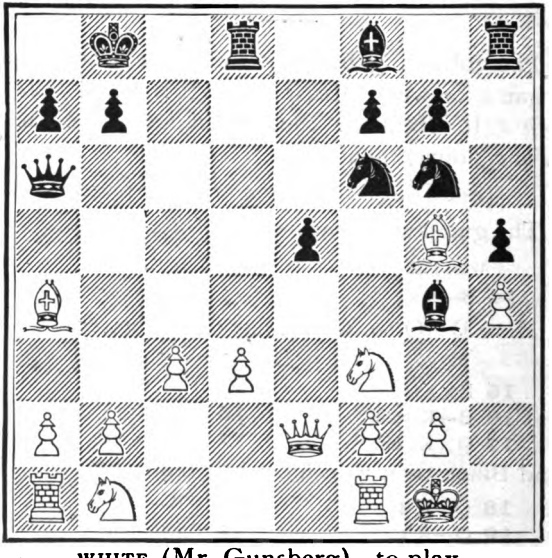
DIAGRAM NO. 29.

POSITION AFTER BLACK'S THIRTEENTH MOVE.

BLACK (Herr Schallopp).



WHITE (Mr. Gunsberg)—to play.

	21 B—B 5
22 Kt—R 3	**22** B—B 6
23 R—K sq.	**23** Q—KB 3, and wins.

For if R × R, B—R 7 ch. is decisive.

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ADDENDA.

The famous Ruy Lopez attack has been strengthened of late. In the variation given on page 62,

WHITE.	BLACK.
1 P—K4	1 P—K4
2 Kt—KB3	2 Kt—QB3
3 B—QKt5	3 P—QR3
4 B—R4	4 Kt—B3
5 Castles	5 Kt×P
6 P—Q4	6 P—QKt4
7 B—Kt3	7 P—Q4

White has now two ways of prosecuting the attack.

Firstly :

8 P—QR4

This we believe to be the strongest move.

	8 P—Kt5
9 P—R5	9 P×P

This is compulsory, because White threatens 10 P×P and to win the QP

10 Kt×P (best)	10 Kt×Kt
11 Q×Kt	11 P—QB3

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12 Kt—Q 2	**12** Q—B 3
13 Q—Kt 6	**13** Kt×Kt
14 B×Kt	

and White wins the QKt P, and should win the game. If Black, instead of taking the Knight on his 13th move, as above, play 13 B—K 2, then follows 14 Kt×Kt, 14 P×Kt; 15 B—Kt 5, 15 B—Q sq. (if . . . 15 Q—Kt 3; 16 B×B, 16 K×B; 17 Q × P ch., etc.); 16 Q — B 5, 16 B—K 2; 17 Q—B 4, and wins.

Secondly:

8 P×P*	**8** Kt—K 2

Considered best by Steinitz.

9 R—K sq.

White may also play 9 Kt—Kt 5 here.

9 B—Kt 2

The above moves occurred in a game in the Australian Masters' Tournament in the Jubilee Chess Congress at Adelaide in 1887 between the author (White) and Mr. Esling (Black), to which was awarded the Brilliancy Prize. The game in question was published in many American and Australian papers, and also in the *International Chess Magazine* for December, 1887, and in the *British Chess Magazine.* Curiously enough, both Mr. Steinitz, in his notes in the *International*, and Herr Berger, in a long analysis of this variation

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of the Ruy Lopez, previously published in the *Chess Monthly*, made the same blunder, both suggesting 9 P—QB 3 here as the best move for Black, which simply loses a piece and the game by White's crushing rejoinder 10 R×Kt; for if Black capture the Rook, White wins the Queen by B×P ch. We think 9 B—K 3 is better than B—Kt 2. Steinitz has since recommended . . . 9 Kt—QB 4 as the best move for Black, and we concur in that opinion and rather prefer Black's game.

ANOTHER RUY LOPEZ CONTINUATION.

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—QKt 5	**3** Kt—B 3
4 Castles	**4** Kt×KP (best)
5 P—Q 4	**5** B—K 2 .
6 R—K sq.	**6** Kt—Q 3
7 P×P	**7** Kt×B
8 P—QR 4	**8** Kt×KP
9 Kt×Kt	**9** Kt—Q 3
10 B—Kt 5 (best)	**10** P—KB 3
11 B×P	

11 Q—R 5 ch, is even stronger and wins sooner.

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		11 P×B
12	Q—R 5 ch.	**12** K—B sq.
13	Kt—Kt 6 ch.	**13** P×Kt
14	Q×R ch.	**14** K—B 2
15	Q—R 7 ch.	**15** K—B sq. (best)
16	Kt—B 3	**16** Kt—B 2
17	Kt—Q 5	**17** B—Q 3
18	Q×P	

and Black resigned.

The above moves occurred recently in an off-hand game at the Columbia Chess Club between the author (White) and Mr. Stubbs (Black).

VIENNA GAME.

After the moves: (See Game III, page 101.)

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—QB 3	**2** B—B 4
3 P—KB 4	**3** P—Q 3
4 Kt—KB 3	**4** B—KKt 5 (best)
5 B—QB 4	**5** Kt—QB 3
6 P—KR 3	**6** B×Kt
7 Q×B	**7** Kt—B 3
8 B—Kt 5	**8** P×P
9 P—Q 3	**9** Castles

Black would get a bad game if he tried to defend the Gambit Pawn.

10	B×Kt	**10** P×B
11	B×P	

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and the game is about equal, White for choice. The foregoing moves occurred in a game between the author and Mr. Crane, the present champion of Australia, who was signally defeated by the author, of whom he was never able to score a solitary victory out of seven games contested in public club matches and tournaments and off-hand encounters. Crane (White), author (Black).

Another strengthened form of attack in this immortal Spanish opening is the following :

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—Kt 5	**3** Kt—B 3
4 Castles	**4** Kt×P
5 P—Q 4	**5** B—K 2
6 Q—K 2	**6** Kt—Q 3
7 B×Kt	**7** KtP×B
8 P×P	**8** Kt—Kt 2
9 Kt—Q 4	**9** Kt—B 4

Threatening to win the exchange by B—R 3, of which, however, Zukertort says White need not be afraid, as he can play Q—Kt 4 with good effect.

10 R—Q sq.	**10** B—Kt 2
11 Kt—QB 3	**11** Castles
12 Q—Kt 4	**12** Kt—K 3
13 Kt—B 5	**13** K—R sq. (best)

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White has an excellent game. If, instead of K—R sq., Black play . . . . 13 P—B 3, the learner may be shown the elegant winning continuation for White:

WHITE.	BLACK.
14 Kt×KtP	**14** Kt×Kt
15 B—R 6	**15** R—B 2
16 P—K 6	**16** P×P (best)
17 R×Q ch.	**17** R×R
18 B×Kt	**18** R×B
19 Q×P ch.	**19** K—R sq.
20 R—Q sq.	

with a winning attack.

Blackburne favors the following unusual defence to the Ruy Lopez. After

3 B—Kt 5	**3** P—QR 3
4 B—R 4	**4** P—Q 3

but we disapprove of it on account of the following continuation in the *Schachzeitung* for December, 1888:

5 P—Q 4 (best)	**5** P×P
6 Kt×P	**6** B—Q 2
7 B×Kt	**7** P×B
8 Castles	**8** P—Kt 3
9 Kt—QB 3	**9** B—Kt 2
10 B—K 3	

and Black's Pawns are unfavorably posted for the ending.

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We devote especial attention to the Ruy Lopez, because we consider it the most important of all openings and the strongest form of attack in the open game; and now that the dull, close French Defence has been demolished by Steinitz's move of Q—Kt 4, its importance is thereby enhanced.

In Vienna Game, p. 98, after

1 P—K 4	**1** P—K 4
2 Kt—QB 3	**2** Kt—QB 3
3 P—KKt 3	**3** B—B 4
4 B—Kt 2	

Steinitz recommends for Black . . . . 4 Kt—B 3.

CENTRE GAMBIT.

After the moves:

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 P—Q 4	**2** P×P
3 Q×P	**3** Kt—QB 3
4 Q—K 3	**4** Kt—B 3

(See our previous analysis, page 67.)

White has three different moves at his disposal, viz.: P—K 5, B—K 2 and B—Q 2. Herr Cordel, in the Appendix to his "Führer durch die Schachtheorie," gives the following variation to show that the apparently forcible move of

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5 P—K 5 is in reality unsound and should yield Black the advantage, thus:

5	P—K 5	**5**	KKt—Kt 5
6	Q—K 4 or (A)	**6**	P—Q 4
7	P×P en pass. ch.	**7**	B—K 3
8	B—QR 6	**8**	Q×P
9	B×P	**9**	Q—Kt 5 ch.
10	Q×Q	**10**	Kt×Q
11	B×R	**11**	Kt×P ch.
12	K—Q sq.	**12**	Kt×R

and Black has the better game, as he threatens B×P as well as Kt×P ch.

(A)

6	Q—K 2	**6**	P—Q 3
7	P—KR 3	**7**	KKt×P
8	P—KB 4	**8**	Kt—Q 5
9	Q—K 4	**9**	P—QB 4
10	P×Kt	**10**	P—Q 4

and Black wins.

The second course for White, viz.: 5 B—K 2 we have already examined. We believe that to be his best move. Rosenthal, however, recommends 5 B—Q 2.

SCOTCH GAMBIT.

A defence rarely adopted by Black, but which we think safe is the following:

1	P—K 4	**1**	P—K 4

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2 Kt—KB 3	**2** Kt—QB 3
3 P—Q 4	**3** P×P
4 Kt×P	**4** Kt×Kt
5 Q×Kt	**5** Kt—K 2

The *Handbuch* now gives :

6 B—QB 4	**6** Kt—B 3
7 Q—Q 5	**7** Q—B 3
8 Castles	**8** B—Kt 5
9 P—QB 3	**9** B—R 4

and declares the game even.

But White may also play :

6 Kt—B 3	**6** Kt—B 3
7 Q—K 3	**7** B—K 2 (best)

and again Black's game appears defensible (see page 50).

AN INTERESTING GAME.

The following game was played at the Divan in London between the late Mr. Zukertort and the author.

WHITE.	BLACK.
Mr. Gossip.	Mr. Zukertort.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—Kt 5	**3** P—QR 3
4 B—R 4	**4** Kt—B 3
5 Castles	**5** Kt×KP

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6 R—K sq.

Not considered now so strong as P—Q 4.

	6 Kt—B 4
7 B×Kt	**7** QP×B
8 Kt×KP	**8** B—K 2 (best)

If . . . . 8 B—K 3; 9 Q—R 5, 9 P—KKt 3; 10 Kt×Kt P, 10 BP×Kt; 11 Q—K 5, 11 R—KKt sq.; 12 P—Q 4, and White wins easily.

9 P—Q 4	**9** Kt—K 3
10 B—K 3	**10** Castles
11 Kt—QB 3	**11** P—KB 3
12 Kt—Q 3	**12** P—KB 4
13 Kt—B 5	**13** B×Kt
14 P×B	**14** Q—R 5
15 P—KKt 3	**15** Q—R 6
16 P—KB 4	**16** P—KR 4

Commencing a counter-attack.

17 Q—K 2

Finessing, to induce Black to push on his KRP uselessly.

	17 P—R 5
18 Q—R 5	**18** B—Q 2
19 QR—Q sq.	**19** QR—Q sq.
20 Q×RP	**20** Q×Q
21 P×Q	**21** R—B 3
22 Kt—K 2	**22** B—K sq.
23 R×R	**23** Kt×R
24 Kt—Q 4	**24** Kt—K 3
25 Kt×Kt	**25** R×Kt

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26 B—Q 2	**26** B—KB 2
27 R×R	**27** B×R

Drawn game.

The following game won the Brilliancy Prize at the Adelaide Jubilee Tournament of 1887.

WHITE.	BLACK.
Gossip.	Esling.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—Kt 5	**3** P—QR 3
4 B—R 4	**4** Kt—B 3
5 Castles	**5** Kt×P
6 P—Q 4	**6** P—QKt 4
7 B—Kt 3	**7** P—Q 4
8 P×P	**8** Kt—K 2

Although this move is recommended by Steinitz, some authorities prefer B—K 3 here.

9 R—K sq.	**9** B—Kt 2

If . . . 9 P—B 3; 10 R×Kt, and wins. 9 B—K 3 may, however, be played here; but we believe Kt—B 4 to be Black's best move at this juncture, as advised by Steinitz.

10 Kt—Kt 5	**10** Kt×Kt

Best! White still threatens R×Kt, P×R; B×P mate. Mr. Burns, in the Melbourne

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Leader, suggested here for Black 10 Kt—KB 4, which would lose the game on account of White's rejoinder, 11 Kt×BP, etc.

11 B×Kt	**11** P—KR 3
12 B—R 4	**12** Q—Q 2
13 Kt—B 3	**13** P—KKt 4

A premature advance, and leaving a bad "hole" on the King's flank.

14 B—Kt 3

Here the Melbourne *Leader* recommended, instead of the text move, 14 P—K 6, 14 P×P; 15 Q—R 5 ch., 15 K—Q sq.; 16 B×Kt P, etc.; but Steinitz, in the *International Chess Magazine*, considers Black would, in that case have had a satisfactory defence by 16 P—QB 4; so that, although under pressure of the time limit, White selected the correct move.

14 P—KR 4

15 P—KR 4

Best, as pointed out in the Vienna *Schachzeitung*.

15 P—QB 4

Threatening to win a piece by P—B 5.

16 Kt—K 4

This sacrifice was not absolutely compulsory, as White might have played 16 P—QR 3, 16 P—B 5; 17 B—R 2, still having a fair game.

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	16 P×Kt

But the capture of the Knight was compulsory for Black.

17 B×P ch.	**17** K—Q sq,
18 Q×Q ch.	

Most of the critics, Mr. Steinitz included, condemn this capture, and advise P—K 6 here. With all deference, we prefer the text move, believing that Black would have been able ultimately to wriggle out of his difficulties."

	18 K×Q
19 P—K 6 ch.	**19** K—B 3

Steinitz prefers K—B sq. here, but Messrs. Burns and Esling consider the move adopted the best. The Melbourne *Leader* says "that K—B sq. would have landed Black in still greater difficulties.

20 B—K 5	**20** B—R 3

Steinitz prefers R—Kt sq.; but White, in that case, was not compelled to capture the Rook at once.

21 B×R	**21** R×B
22 QR—Q sq.	**22** Kt—B 4
23 P×P	**23** B×P
24 R×P	**24** Kt—Q 3
25 R—K 5	**25** B—B 3
26 R×RP	**26** Kt×B

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27 P×Kt	**27** R—KB sq.
28 R—R 7	**28** B—QB sq.
29 R—K sq.	**29** K—Q 3

An error; but B—Q 2 would not have averted defeat, on account of the advance of White's Pawns.

30 R—K 8	**30** B—K 2
31 R—R 8	**31** R×R at R 8
32 R×R	**32** B—K 3
33 P—B 8 queens	**33** B×Q
34 R×B	**34** B×P
35 R—B 6 ch.	**35** B—K 3
36 P—KB 4	**36** K—K 2
37 R—R 6	**37** P—R 4
38 R—R 5	**38** K—Q 3
39 K—B 2	**39** P—R 5
40 P—QB 3	**40** P—Kt 5
41 P×P	**41** P×P
42 R—QR 5	**42** B—Q 2
43 K—K 3	

The winning move, and the only one to secure the victory. Had White played otherwise, Black would have escaped with a draw, after all, by .... 43 P—R 6; 44 P×P, 44 P—Kt 6, and White would have been compelled to sacrifice his Rook to avert defeat.

43 K—B 3

44 R×P

and Black resigned.

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The foregoing game has been honored with wide-spread publication and analysis by a large majority of the most prominent German Chess Magazines and American newspaper Chess columns.

EVANS GAMBIT. (See p. 54.)

The following new attack has just been introduced by M. Tchigorin in the first game of his great match in Cuba, for stakes of $3,500, with Herr Steinitz :

WHITE.	BLACK.
1 P—K 4	**1** P—K 4
2 Kt—KB 3	**2** Kt—QB 3
3 B—B 4	**3** B—B 4
4 P—QKt 4	**4** B×Kt P
5 P—B 3	**5** B—R 4
6 Castles	**6** Q—B 3
7 P—Q 4	**7** K Kt—K 2
8 Kt—Kt 5	

If 8 B—K Kt 5, 8 Q—Q 3 ; 9 P—Q 5 or 9 P×P, and Steinitz thinks Black ought to maintain his material superiority in either case.

	8 P—K R 3 (best)
9 Kt×P	**9** R—B sq.
10 Kt×K P	**10** Kt×Kt
11 P×Kt	**11** Q×P

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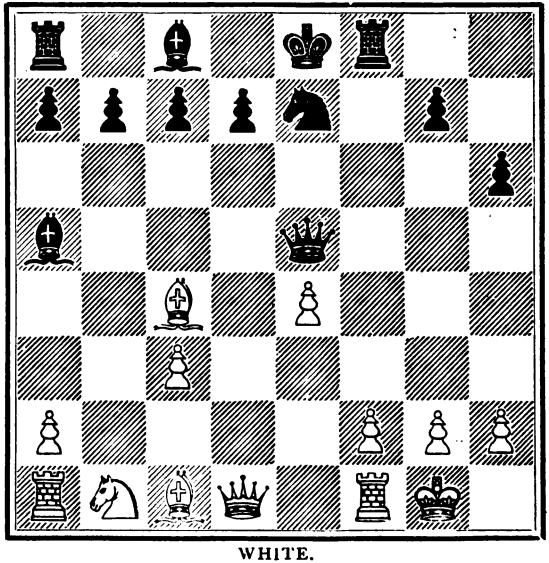
and, though the Pawns are even, Black's game is to be preferred, as White's QBP is weak and his QKt has little scope for action.

DIAGRAM NO. 30.
POSITION AFTER BLACK'S ELEVENTH MOVE.
BLACK.



WHITE.

We extract this valuable and novel analysis from the *International Chess Magazine* for February 1889.

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